THE DOOM MASTER
WADAZINE

June July

COMPATIBLE WITH BRUTAL DOOM!

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SAMSARA REINCARNATION
HELL TO PAY AND PERDITION'S GATE
2070 PART 2
DOOM WIKI
THE ENCYCLOPEDIA FROM HELL

NOW MORE CHUNKY!

BEYOND REVIVAL
ALTAR OF EVIL
DOOM LANDS
DOOM 2 THE WAY ID DID
COMBAT SHOCK 2
BLACKNESS
WARGLAIVE
VIGOR
100 LINES
DOOM 64 RELOADED

CORRUPTED CISTERN

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WHAT ARE THREE MONTHS of delay when you have something as cool as the _Wadazine?_ Well, wait is over, everyone, and now we finally bring you the best of the best in the magnificent hellish world of **Doom**. This particular edition brings a thick plethora of articles that you will surely find interesting and fun to read, and, of course, the usual selection of WAD recommendations that are always a good place to find something to play in your Doomed days.

While time has gotten quite tight due to real life, and the fact that now, with the end of global shutdowns around the world, everyone is going back to work and busy life is becoming more common. This magazine is run by passion and blood. It is not pay for or exclusive, it's meant as a gift to the community and will always be, and I want you to know that, even after the delays, there wasn't a single day I didn't wish for the godlike ability to finish it all in a single day, but, as reality goes, this magazine is no longer a one-man job. It's a community effort that deserves both the patience and care to be designed to be the ultimate fanmade free e-zine.

While we were out, other things have also happened around and I've done some other sideprojects. If you're a fantasy or TTRPG nerd, you might enjoy some of those, but if you just want to focus on the glory of **Doom,** don't worry, I'm not going anywhere, as a matter of fact, I'm pretty happy contributing to this community at large in any shape or form I can. One of those little contributions is the recently released _WadaCast,_ our own _Doom Master Wadazine_ podcast, where will be discussing a great variety of **Doom** topics with different personalities across the community. I do hope to bring you some quality audio content to listen to, and I'd be damn happy if I can make it work successfully!

Thanks to all of our patient readers and all of our even more patient contributors. I know you guys have been waiting to see your submissions after all these months, and I hope you guys enjoy to see your articles come to life now thanks to the awesome efforts of our _Wadazine_ wizards. I hope you guys enjoy this issue and wish to see your comments and support!

– Endless

EDITOR-IN-CHIEF

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LAST TIME, IN 2070 PART 1 : ON AN OLD LAPTOP MY MOM HAD, I FOUND A COPY OF DOOM AND SOME OLD WAD FILES, DATING BACK TO 2020 FOR THE MOST RECENT. AFTER FIGURING OUT HOW TO RUN THEM, I DISCOVERED A WHOLE COMMUNITY BEHIND IT, STILL EXISTING TO THIS VERY DAY. ONE OF THEM WAS ONE OF ' MY MOM'S LONG LOST TEAMMATES. HE OFFERED ME TO TAKE THE POSITION SHE HELD 50 YEARS AGO, AS A WRITER FOR AN ONLINE MAGAZINE DEDICATED TO THOSE WHO KEPT THE COMMUNITY ALIVE. AS I HAD THE POINT OF VIEW OF A NEWCOMER COMING STRAIGHT FROM 2020, HE ASKED ME TO WRITE AN ARTICLE FOR ITS FIFTIETH ANNIVERSARY. I ACCEPTED, AND HERE IT IS.

THE 2070 DOOM COMMUNITY GUIDE FOR THOSE LIVING IN 2020

A quick chronology

If you come from 2020 (or 2021, for that matter, that won't change much .... Or 2022) you'll need a bit of context to understand why the community is like it is now. I therefore decided to make this guide's introduction about the 50-year gap any visitor from 2020 had to cross. Lots of things happened: life lasting friendships were formed, new members were welcomed, runners broke new records, mappers shined by their talent, some drifted away, some stayed, some had to leave this world and were celebrated, their names forever written in the minds and hard drives of those who were to succeed them. As life went on for everyone involved, it seemed like something was needed to unite them all.

Around 2025 the first national federations appeared. Led and run by volunteers, they would be smaller hubs than the international scene; mixing people who were not confident about their English enough and preferred using their native language, runners and mappers looking for a team to compete with, and widely known community pillars who were in charge of linking the federations with the wider, international community. Obviously, those federations had a reason to exist. Their birth was at the same time as the creation of monthly and yearly tournaments, including mapping jams, record-breaking bonanzas, endurance tournaments where members of the same federation would take turns to play the same wad until it's beaten, starting over each time the one playing died in the game. To this day the record is still held by the German team who played for more than 8 days in a row, totaling over 300 hours of playtime, and beating all commercial *Doom* wads in a row, on Ultra Violence, and with 100% kills. Some of the wads we still regard as breakthrough achievements or legendary craftsmanship were created during mapping jams by national teams competing : Upside *Doom*, who laid the foundation for gravity modifying tools and weapons in IdTech1, was a creation from 2027 by the Australian team ; Baguette Fucking Gun, the legendary joke wad, was quite obviously French (it won the 2031 tour-

nament by making one of the judges crack up so loud everyone in the **HoloChat** had to replace their sound systems), and Sunless needs no introduction, as its name speaks for itself.

But of course, all good things must come to an end. In the late 2030s, some members started criticizing the federations, saying that the federations of bigger countries had an advantage; and the smaller ones, who already struggled to find members, never stood any chance against them. This was factually true, as the most numerous had over 50 thousand members at its peak in 2029, while the smallest one never exceeded 80. The smaller federations were often led by a single person that was already present on the international scene, and ultimately got quite bored of maintaining an entire community alone. In December of 2041, the US federation, which was the last one standing, had to cease to exist due to a lack of opponents in any kind of tournament; and teams participating were team of friends from different countries from then on.

The Federation Era could have led to a darker time period, with members deciding to leave. However, that did not happen, for a very simple reason: the 10th of December of 2043 would be the 50th anniversary of *Doom*'s release, and big, big things were in the works. Everyone wanted to participate in the event or help prepare them. Countless tournaments, parties, and other celebrations were planned, starting in 2042. The run up to the event was a time like no other : you could see people silently sharing files named 'mysterious', protected by passwords, containing details on the events they would organize ; **Doomworld**, even with a hardware upgrade specially devoted to the messaging system, could not withstand the surge in people writing to each other, inviting their friends to the events, making schedules to make sure they wouldn't miss anything, or simply talking about what they expected, getting hyped and generally eagerly looking forward to it.

This led to a pretty bad overload in the servers supporting the forums, and 3 days before the event they went down. They could have gone back up if everyone had calmed down or used other platforms; but **Doomworld** was the place to be in that week, and despite multiple announcements on every *Doom* related site the asked performance was still over what it could possibly supply, which was about 20 times higher than the usual demand. Every attempt at getting it back up failed, and on the 8th of December, everything was ready except it. The announcement stating that the staff was out of possibilities and was giving up after 20 hours of hardware upgrades, reboots, stress tests, and auto-shutdown threw the community in a state of complete panic: were the events going to be cancelled? If not, where would they take place? Would it even get back up before the events – that lasted about a week – would end?

And in a surge of energy, a team rose. Servers all around the world were rented by some, code was written at 4am, emergency meetings were had in the middle of the night. The speed a new network had to be built at was inhuman - and that's what inspired it. A human certainly couldn't do it in time. But what about an AI? It certainly could! (Now that may seem obvious to you, at least if you live in 2070. But mind you, in 2043, super powerful AIs were restrained to math labs and the ones available to the public were used to generate images, or simple code, not to build an entire network from scratch in one day).

An AI aptly named **Vega** was quickly fed an enormous quantity of data to process, finding the most efficient network and deciding where and what type of server would be needed and where it should be located.

Even though the **HoloChat** where the devs who were running it were nervously talking about their chances of success was closed, everyone being awake at the time (and quite a good number of people who shouldn't have been, too) was there, while the one who was running the AI was endlessly spinning the manual cooling system, as the automatic one had gone down at the beginning of the process. This moment is unforgettable for those who were there.

HoloChat. Circa 2043

For over 10 minutes, you were here waiting in the darkness of your room. There are over a thousand people in the chat, and you only know a few of them. No one is even speaking, with 'Hello there !' and 'How is it going ?' messages met by a blank silence. Everyone is looking at their Holo screens, who remain dark as only the teal 'Central is Processing' message shifting in and out. The only sound that can be heard is the regular whirring of the cooling system's gears as the pump pushes the fluid through. More and more sighs happen as time goes on, of people giving up and thinking *Doom*'s 50th anniversary will not be celebrated.

Then, the miracle happened. The world map, that had been hopelessly blank and black, started to glow as little firefly-like spots appeared where the computer stations should be located. Those little flickering dots in the darkness of the room of over 1000 people all around the world were glimmers of hope to get the site back up. Coincidentally, a pretty bad error had been made: the creator of the **HoloChat**, and therefore (at the time at least) its administrator, was also the one who was running the AI on his computer. Of course, the cooling system had to break at the precise time the map had finished appearing, which would lead to what is still today the most famous iconic quote of the community: « Oh! No! It's not gonna hold on for very long! JESSE! BRING THE ICE! ». Players with a keen eye could have spotted the one's that's still known today as Our Hero the Ice Bringer, even though they just happened to be roommates with the one running the server. But of course, ice did not suffice and the computer shut down in a couple of seconds. Surprisingly the map did not disappear; but even though it was still hosted, the **HoloChat** was not controlled anymore and defaults settings were applied. Everyone 's microphone

was unmuted and all 3D cameras started broadcasting the faces of all present members. This precise moment is still known as 'Doomworld's largest forced face reveal' or simply 'Chaos': as soon as a youngling risked a 'Did it ... work ?' the joy that had been accumulating during the map being drawn exploded. Everyone started speaking, screaming the good news to those living with them, and dancing to celebrate the miracle, with all the little faces in circles around the map slowly spinning in the middle. Necessary servers were set up in no time and everyone still present agreed to stress test it, even though a good third of them actually fell asleep during the operation.

The following day **Doomworld** was opened back to everyone. It seemed to work perfectly as the hundreds of different stories of what had happened shared to those who were asleep or absent did not seem to bring it back down. Of course some details were exaggerated or changed and the probability is very high that no one today knows the full true story. But this is no surprise: after all this was the community's first « historical event » and the number of witnesses did not make it any better. This version is a mix of the testimonies of the one running the AI and two other members: they were 20 at the time and they're nearing their 50s now. And during your time, dear visitor from 2020, they weren't even born. Time flies ...

But enough stressful events for today. After that unexpected last-minute save, it was now time to party...

Oh boy, was that ever a party. Of course, multiple things happened at the same time, both inside and outside of the 'main' community as we could call it: everyone that had ever played a videogame wanted to celebrate it. Well, every Holo room in every town was booked, which is still today jokingly called the 'second *Doom* overload', the first being early Internet networks crashing under the weight of people playing deathmatch when the game

first released. Obviously, this did not go unnoticed by local and national media; and quite a few of them even made some kind of article about the event, wondering why people still had interest in a 50-year-old game. Many wider organizations, as in focused on gaming in general, organized their own events. The most common ones were charity streams, whether it was speedrunning or more casual play; and inspiration talks where multiple game developers got to explain how *Doom* had inspired them and the influence it (and its multiple sequels as well) still had on people's viewpoints on game design at the time - not that it doesn't still have one. On the business side, plenty of commercial *Doom* products were announced on that day; the main one I can think of being Quake: Endless who released a year and a half later, but also a rerelease of the original game fully supported by modern Holo systems without the use of any kind of source port; and of course, cacodemon plushies.

Inside the community, outside of all the deathmatch, coop and mapping events, the 10th of December 2043, at 8AM GMT also marks the start of the Marathon.

You probably don't, dear reader from 2070, but any visitor from 2020 will need an explanation: The Marathon was an event that lasted from the 50th anniversary of *Doom* to the 50th anniversary of *Doom* 2, so about nine months and a half. The goal was, during this period, to never stop playing wads on a specific server that was to be set up. Famous development studios sponsored the event and would give a few cents to charity each time a wad was beaten. Over 30.000 dollars were collected during the event, not counting the shop that had been brought to life by a generous artist selling their *Doom*-themed designs, all profits going to charity once more. Today having a Marathon T-shirt or mug is a sign that you're an old member of the community, even though you'll be the first to know that a possible reboot of the shop is being discussed (it would happen for *Doom*'s 80th birthday. Yes, it is 3 years ahead, but a bit of early planning never hurt anybody).

On a smaller scale, quite unusual (to say the least) events happened too. You can't celebrate anything without a little laugh; and the community delivered in the form of a contest, where the goal was to make the most flawless imitation of a cacodemon's death sound. The "Edited" found an uncontested winner with a painstakingly modified goose sound; and the "Cacosound Done Live" saw a 3-hour long stream of people taking part in the competition by joining the Holo call, saying their username, going 'brrrruut', and leaving without a word with the jury looking at each contestant like it is the most serious thing they have ever done. With the context this situation is already .... Quite interesting; but without context it is the most hilarious thing ever recorded, and even though it is nearly 27 years old at this point, you can still find the entire recording sped up 5 times and edited to keep only the 'brrrruut' moments.

Making memories was, as you may have guessed, an important aspect too. Hundreds of gigabytes of videos were recorded; most of them were lost in the unfortunate events of the late 2050s, but no less than a month ago, the *Doom* Archeologists announced their will to dig up everything they can find and bring it back to the light. As I conclude the first part of this guide, dear reader, I hope you'll join me in wishing them good luck, from the bottom of our *Doom*-filled hearts.

-TheEvilGrin

To be continued..?

ROEBLOZ'S CONSOLE DOOM CHRONICLES
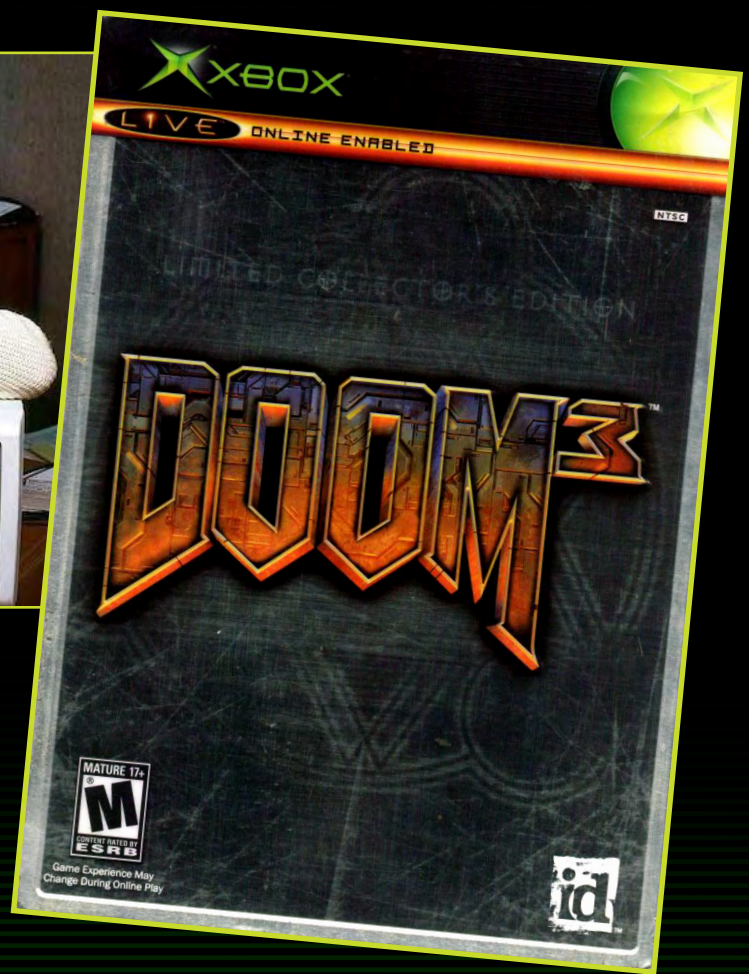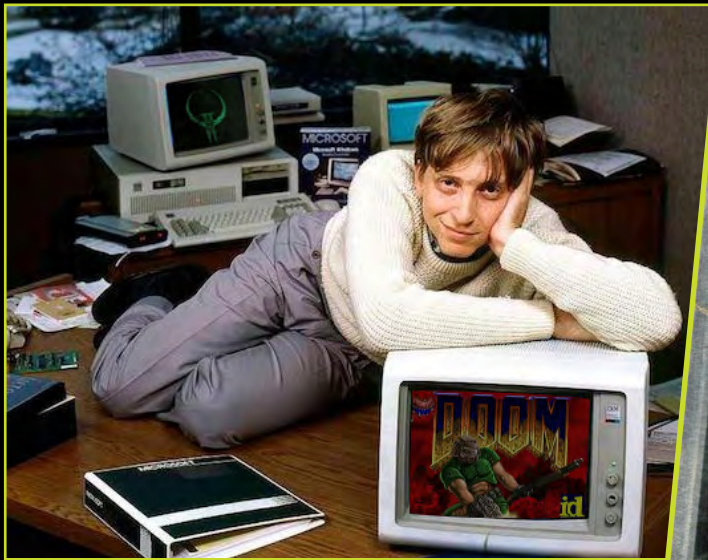
HELLO MY FELLOW REFINED DEMONS. What are we talking about?...Well, I think that if you can read this, you can read the title. Unless someone is only reading you this part and skipped the title, in which case, ask them to read it for you. But as you may know, we have already taken a look at every single *"Classic"* **Console Doom** port. Up until now, every port of **Doom** had some level of compromise to its level geometry, looks or gameplay, and sometimes, all 3 at once! There were successful attempts, and less successful ones. But now, that task would no longer be impossible, with the release of **Doom 3** for the big mother hubbbard of all 6th gen consoles, (Especially when it comes to controllers) I name, the *XBOX!*

The *XBOX*, probably due to it being *Microsoft's* construction, was and still is pretty much a very powerful gaming *PC* architecture built into a console. While the original *XBOX* wasn't successful compared to the *XBOX 360* and *XBOX One*, it did still lead to the creation of the *Franchise-Who-Must-Not-Be-Named-To-A-Doom-Fan:* **HALO**. Yes, I just said that. Apart from that, the *XBOX*

also had **Doom 3** making an appearance, and with it's collector's edition came a port of **Doom 1** and **Doom 2,** directly being based off the *PC* version unlike every other **Console Doom** port before. So, let's take a look at the development of the very first modern **Doom** console port, and probably the only one we are gonna cover.

XBOX DOOM

A QUICK LITTLE REFRESHER

So, we could talk right away about this port but trust me, I could probably have grouped this port, the *BFG Edition* and the *Unity Port* in the same article because in terms of pure **Doom**... There really isn't much to talk about in terms of development. Instead, let's see how we arrived here.

JAGUAR

3DO

SATURN

SNES

PLAYSTATION

32X

XBOX

GAME BOY ADVANCE

So, we could talk right away about this port but trust me, I could probably have grouped this port, the *BFG Edition* and the *Unity Port* in the same article because in terms of pure **Doom**... There really isn't much to talk about in terms of development. Instead, let's see how we arrived here.

The first **Doom** ports were **Jaguar Doom**, and **Doom 32x**. To accomodate for the smaller storage capabilities and inferior hardware, *iD* made all the changes we are now so familiar with.

Blablabla, new Doom-2 themed texture set, blablabla simplified geometry, blablabla no E1M1 tech pillars, blablabla no boss enemies.

While it's arguable if these changes were truly necessary, (Especially for the *32x* port, as prove projects like *Doom 32x Delta*, *Doom 32x: Resurrection*, or just simply the prototypes for that port) it's what was done. And then, port after port, the *Jaguar* version was used as a base for almost all the following ports. Of course, as we've discovered over these past issues, it was not supposed to be like that. The *32x* port was based off the *Jaguar* port as it was being developed at the same time, and the tight deadline for it to be released on the *32x's* launch day made finishing the more *PC-accurate* port that was seen in early

protos an impossible task (and so did improving the music, it seems...) **PlayStation Doom** is the only port that was probably intended to be based off **Jaguar Doom** from the start of development, and it improved upon it by adding many more maps, a new CD-quality soundtrack, cool lighting effects, restored the missing demons, and even added **Doom 2** to the mix! (along with a few custom levels... who doesn't like stripper Revenants after all?) All the other ports that were based off **Jaguar Doom?** Not intended. **3DO Doom** had to be rushed together into 5 weeks because of *Randy Scott's* terrible understanding of game development, while **Saturn Doom** and **GBA Doom** apparently had better engines based off the *PC* version before they got *Carmack'd* and had to switch to be a *Jaguar-based* port instead (for better or for worse).

Of course, there were also some other ports that weren't based off the *Jaguar* or *PlayStation* versions. Well, two of them. *SNES* and **GBA Doom 2**. And even then, neither were able to achieve the perfectly accurate **Doom** experience of **PC**

Doom (split levels, or even entirely missing ones in the case of **SNES Doom**). So yeah, up until now, no official **Doom** port was accurate to the original **DOS** version. That would finally change, with **XBOX Doom**.

XBOX DOOM: DEVELOPMENT FUNNIES

Alright, time to talk about the actual port. And for that, we have to talk about **Doom 3**. As you know, **Doom 3** was the first **Doom** game since **Doom 64** in 97, and if we are only counting in-house *iD* **Doom** games, since 1994(!). However, by then, very few members of the original *iD* crew had remained (including *John Carmack,* of course). As such, **Doom 3** resulted in being a visually and technologically-advanced game, and a great one at that... but not really a good **Doom** game, if you catch my drift. In fact, it's hard to say if **Doom 3** is even canon anymore... by all accounts, **Doom RPG** (which was based off **Doom 3's** script, and is a very great game I enjoy a bit too much). It's basically a mix between RPGs and **Doom's** classic FPS goodness. I'll

talk about that another time, though! Suffice to say **Doom RPG** is more canon than **Doom 3** itself. Anyway, it doesn't really matter. Just know that enough people liked **Doom 3** that it warranted the creation of **Doom 3** *Collector's Edition* on *XBOX*. It included some cool extras, and... Well, we don't care about those, do we? We're here for the console port, not **Doom 3!** Well, we're in luck fellow refined demons, because one of the features the *Collector's Edition* was a port of **Doom 1** and **Doom 2!** On your *XBOX!* And, well... it's **Doom.**

Yeah. It's *E1M1.* That's a **PC** screenshot, yes. Why? *BECAUSE IT'S THE EXACT SAME!* **XBOX Doom** has literally nothing interesting about itself. It's **PC Doom**, what more do you want? Well, new levels is what everyone wants, right? In all previous console ports (excluding *32x* and *SNES*), there were brand new levels either made to replace ones that couldn't be made due to the boss demons being removed, or because they felt like it. Well, surprisingly enough, the developers of this port decided to include some new levels... sort of. Unlike the previous ports where the new levels were created then and there, *Michael Bukowski* and *David Calvin* instead decided to fish out their old 1994 WADs, and include them with **Doom 2** and **Doom 1** respectively. Yeah... you can guess how it turned out. Completely disregarding special

XBOX DOOM

enemy placements, you now get *E1M10: Sewers* in **Doom 1**, and *MAP33: Betray* in **Doom 2.** Let's start with Betray.

Betray is probably the better of the bunch. *Mike Wazo-Uhh, Michael Bukowski* desisgned this one. We don't actually know if it truly is a 1994 WAD or just a brand new one, but it's definitely green like *Mike Wazowsky*. Although, I doubt he has any Wolfenstein SS inside him. Yeah, both of the levels seem to like placing monsters way before you are supposed to encounter them, with this one featuring the SS, Pain Elementals, Hell Knights, Cacodemons, Arachnotrons, Mancubi and even Archviles!!! And this level is accessed from a non-marked secret exit wall in *MAP02,* meaning you can encounter these monsters **WAY** before they normally appear for the first time. Anyway, the map is basically a big mossy and rocky maze with small rooms, with the floor being made of harmless nukage. I guess it betrays itself, I dunno. You later enter (or exit, depending on your point of view) into an outside area with a big battle. This one is honestly the better one of the bunch, and I recommend you check it out at least once. Classic **DOOM.** com has both maps downloadable, including fixed versions to fix some potentially game-breaking bugs, right here. So yeah, good attempt at what is probably your first WAD, *Mike.* Weirdly enough, while *Sewers* was removed in the *BFG Edition,* (Which was based off the *XBOX* version) *Betray* was kept in the game files. It wasn't accessible anymore without cheats, but it's interesting they forgot to delete it from the IWAD. Plus, **Doom 2** is the one that got that bonus episode from *NERVE,* so they should have seen it while making it! However, the even funnier thing is that the hidden exit was never
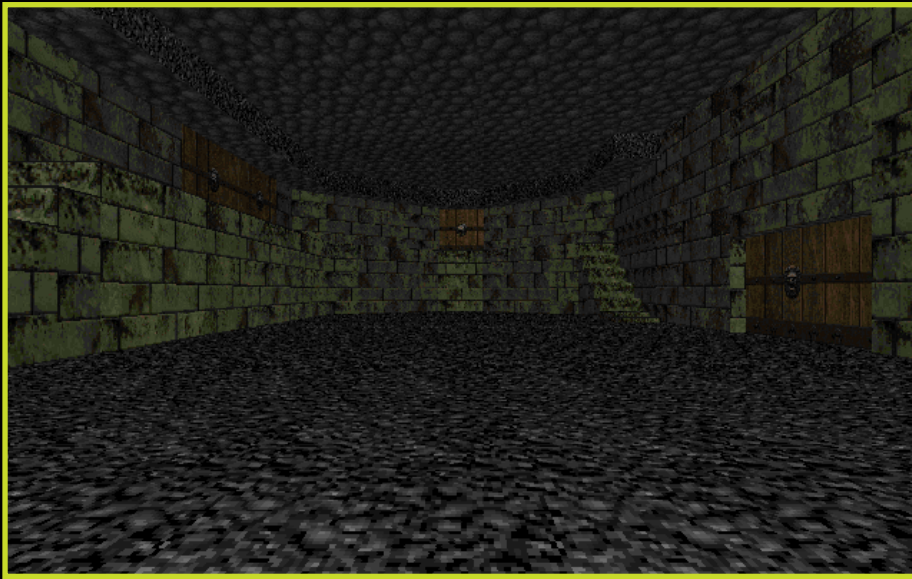

Doomguy encounters the real final boss.

removed from *MAP02* either, and since it didn't point towards *MAP33* anymore, it instead made you restart the level. So if you've ever wanted to play *Underhalls* again and again, there you go I suppose. But yeah, it's a mystery why *Betray* was kept. Perhaps *NERVE* liked it and thought

XBOX DOOM

Sewers, finally in Doom 1!

levels, (although I really like *Betray*) they are known. If it wasn't for this port, they would just be obscure, forgotten idgames WADs from 94 (or maybe not exist at all in the case of *Betray*). For Doom fans like they were, this was the occasion of a lifetime. So no, I won't blame *David* and *Mike,* they got an amazing opportunity to include their work in the most important FPS game of all time, and while they didn't exactly used it to its fullest potential, they took it, and now their levels are immortalized in **Doom 3** *Collector's Edition's* **Doom** ports. So yeah, godspeed.

about fixing it, but didn't? Who knows. *NERVE,* that's who knows.

Now for *Sewers*... well, that one really isn't any good. Hell, it adds a sewer level to **Doom 1!** *DID WE REALLY NEED THAT?!* I guess *David Calvin,* this port's lead programmer, thought so.

This brand old *E1M10* is accessible from *E1M1* (yes, *E1M1!*) by activating yet another hidden exit switch, this time being placed in the outside area. (It's one of the *STAR* walls near the nukage room) Anyway, unlike *Betray* (which we have no idea about its origin), *Sewers* is a good old 1994 WAD, coming with all the problems this comes with... sort of. It was originally released as SEWERS.WAD on idgames, as well as being included in compilation WADs like *wadpak2. zip*, and *NEWDOOM.WAD*. And, it makes its appearance here... really weird. First of all, the map is mostly a huge sewer system (which can work with *Knee-Deep In The Dead's* overall theme), however it also has this *GSTONE* starting room that looks like it's straight out of Inferno, as well as a room with Cacodemons and that *"skinny bloody fruity"* texture,

as I like to call it, from *Inferno*. Yes, thanks to this level, Cacodemons and Lost Souls are now in Episode 1, and Barons even appear here, despite being bosses normally at this point (although since there are no Cyberdemons, I could technically port this to *32x*... nah)! While I will be more lenient on these early monster usages (especially since this wasn't really made for this port itself, which *Betray* has no excuse for), I will ask you this:

Does this look like an *Episode 1* room? No, it looks like something you'd find in *House of Pain!* Normally, I would blame *David Calvin* for including this in here, but... nah. Let's be honest, if we had the occasion of including one of our own **Doom** levels in an official port of **Doom,** we would jump on the occasion and not give a fuck about whether or not it respects the other levels. So, while *Betray* and *Sewers* aren't known as very good

X-CONCLUSION

You thought I was done?...Well, yeah, I kinda am. This port really doesn't have much interesting stuff to talk about aside from its extra levels, so yeah. Although, funnily enough there were a few bugs in this version. Can't be perfectly accurate even in the *XBOX* age, eh? The funniest ones are the fact that the cheat codes are so easy to trigger that it's possible to accidentally trigger them in regular play, and a bug that made the *Episode 1* sky appear on all 4 episodes. *Activision* who published **Doom 3** on the *XBOX,* actually denied it was a bug and stated the game entirely took place on *Mars.* Sure, *Activision,* sure.

So yeah, that's it for our visit into *XBOX* territory. Much like this issue of the *Wadazine* as a whole, this *Console Doom Chronicle* was on the lighter side. Next time, we will take a special look at the commercials for each **Doom** port we have seen so far... or haven't. You may now close the *Wadazine* or scroll to the next page, fellow refined demon.

This was *Roebloz,* signing out.

SAMSARA REINCARNATION

Written by meleemario

Samsara was originally created by TerminusEst13 with development on it starting in 2012. Citing inspiration from crossover fighting games, TerminusEst13's goal for **Samsara** was to bring in characters from various classic FPS games and adapt them
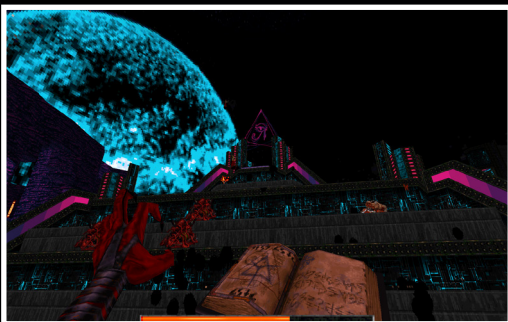

to Doom while remaining faithful to the source material. Another goal was for **Samsara** to be playable in multiplayer. TerminusEst13's version of **Samsara** won a Cacoward in 2013 and got widespread praise throughout the community. TerminusEst13 ceased work on **Samsara** in 2014 with version 0.3 and a beta version 0.31. On November 25th, 2012, the concept for **Samsara** Monster Mixer by Shadowlink223

and Minesae was born, an add-on for **Samsara** that sought to bring in the monsters from all the character's source games to accompany **Samsara** with the same faithfulness the characters received, and on November 28, 2012, a server was hosted for the very first version of it, which marked its first official release. **Samsara** Monster Mixer was added to the **Samsara** Github Wiki by TerminusEst13 on December 23, 2012 after its release, making it official.

After TerminusEst13 ceased work on **Samsara**, various attempts for a proper continuation were made. In approximately June 2015, **Samsara** was successfully continued by Jesh, assisted by Dynamo, Nax, +Zircon, Shiny Metagross (who joined later on), and others to fix bugs, and add more characters from other FPS games, this version of **Samsara**

was known as **Samsara** Addons, and later rebranded to **Samsara** Extra Heroes at an unknown point in time. On April 25, 2016, Kinsie released an update to TerminusEst13's **Samsara** that sought to fix bugs and make it compatible with both GZDoom and Zandronum 3.0, this update was maintained until October 12, 2016 when version 0.3666 was released. This was the final version of Kinsie's **Samsara** update. I joined the **Samsara** Extra Heroes team in 2017 after Jesh and Shiny Metagross reached out to me during one of my Sunday Night Slaughterfest events I had hosted at the time, I often hosted Deathmatch and Cooperative events with **Samsara** and my e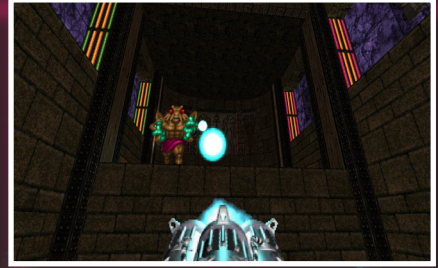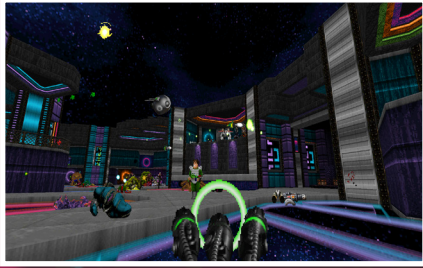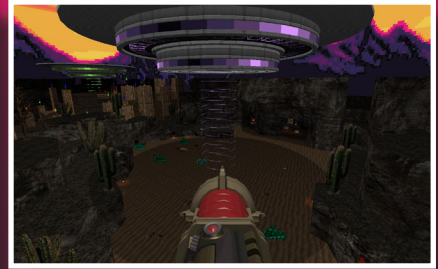v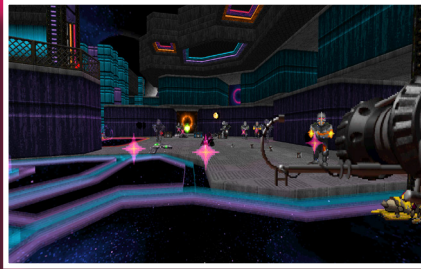ents brought a lot of attention to the project. At that time, I was brought on as a beta tester and then eventually promoted to Administrator of the Discord.

Development on *Samsara* Extra Heroes had slowed down significantly from 2018 on, and the team was very secretive about their work, though Jesh resigned from the project in early 2020, and Shiny Metagross became the leader and new maintainer not long after Jesh's resignation. Version HC2 of *Samsara* Extra Heroes was released on July 10, 2020, along with version 0.81 of Monster Mixer. Version HC2 merged version 0.3666 of Kinsie's update to *Samsara* to make it so all players could play without running into any issues. Along with the usual bug fixes, and also the introduction of a new character, this was without a doubt the most important update to *Samsara* Extra Heroes in a very long time, and it opened the doors to a wider audience. This was the final version under the Extra Heroes brand. On January 1, 2021, we rebranded to *Samsara: Reincarnation*, however, there is a discrepancy between when we started using the new name versus when it became

official. In February 2021, I felt that the secrecy of our work was hampering development and had the team push out a beta version to be released immediately with all of our then current changes and to start doing open beta testing with the public. I hosted an event on February 13, 2021 with this version of *Samsara* (which had just been rebranded to *Samsara: Reincarnation* with the file names to match at this point) to show the public just how far the project had come since the last stable version of *Samsara* Extra Heroes was released (which became ancient fairly quickly and no longer represented the project in its current form). The event was a massive success and revitalized the team and the *Samsara* community. This was just the beginning and prompted many open beta testing sessions going forward. Development continued with gusto in December 2021 and the team worked at breakneck speed to release a new stable version for nearly two months. The rebrand

at this point was made official and on February 9, 2022, a brand new trailer was released revealing what was to come in version 1.0 (and what we are working on for version 1.1, perfectly showcasing that we had truly evolved past *Samsara* Extra Heroes). The trailer generated considerable hype and led to me expanding our social media presence significantly the very next day to keep our momentum going, and give us future marketing/networking opportunities. From this point forward, we were committed to being absolutely faithful to the characters in our project and their source material, same with their monsters, and Monster Mixer was also rebranded to Re-Mixer and now a companion to *Samsara: Reincarnation*. We were also committed to fixing further bugs and quality control issues plaguing older versions. This was the true beginning of *Samsara: Reincarnation* entering the spotlight.

Our hard work was finally completed on February 17, 2022 (or February 18, 2022 for players outside of the Americas) and *Samsara: Reincarnation* version 1.0 was released, and we celebrated by hosting an event with Lexicon, a project by MiFU that compiles Doom WADs into one concise package, primarily used for online Cooperative sessions. I marketed the event accordingly, and the turnout was massive, and the overall Doom community had started discussing us. At this point, I officially became the Community Manager of *Samsara: Reincarnation*. We did it, we were officially on the map, and the momentum has not stopped.
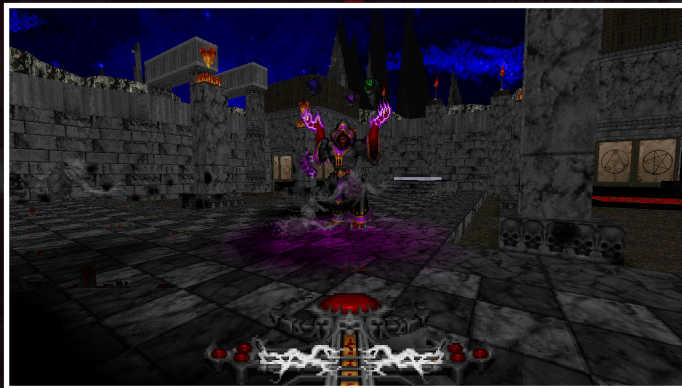
After a chance meeting with Powerful Hoe (AKA Amanda), leader and owner of the FAP group not long after our version 1.0 release event, and many discussions later, we agreed to a partnership on February 27, 2022 where she promotes us quite heavily (which among getting the word out, and helping me network, along with letting me discuss *Samsara: Reincarnation* at length, she hosts servers for us) and has continued to do so since then. If it weren't for her, I personally don't think we would have the success that we have today, her group has introduced me to many people and networking opportunities I never would have achieved on my own. I owe her everything, thank you for everything Amanda. *Samsara: Reincarnation* then attracted the attention of DoomJoshuaBoy not long after our partnership where he hosted us for his new event, Saturday Night Smashfest. That event

took place on March 5, 2022 and the turnout was even bigger than the release of version 1.0, this was the big one, this cemented our breakout. This told us that all of our hard work from years before and the last few months had truly paid off.

Most recently, on March 18, 2022, we partnered with MiFU's Lexicon project, which along with us promoting them, and them promoting us, we will contribute to Lexicon's development when needed (which also means access to their development channels), and the Lexicon team in return will contribute to *Samsara: Reincarnation*'s development when needed. The Lexicon team has also offered us their server

resources should we need them. We celebrated the partnership with an event the next day on March 19, 2022 which was once again, a smashing success, breaking the numbers we saw from Saturday Night Smashfest, and not only did this further cement our success, but I believe this event truly put Lexicon on the map, if it had not been already. *Samsara: Reincarnation* has been going full steam ahead since the beginning of the year, with hit after hit!

With the history and current events spoken of, just what is *Samsara: Reincarnation*? *Samsara: Reincarnation* is an ambitious gameplay mod for Doom II that lets players play as various characters from classic FPS games and with the companion ReMixer, players can fight the monsters from a selected character's FPS game with a class based spawn system. There are many characters to choose from, and alternate classes avail-

able with a client side toggle that takes effect immediately, which can range from a whole new set of weapons and monsters, or a slightly different character, amongst other little things. As mentioned previously, *Samsara: Reincarnation* aims to recreate the experience of the source material represented from these games with the utmost attention to detail so it will evoke nostalgia for veteran players, or get players curious about the various characters' origin games so that they may experience the original adventures for the first time. *Samsara: Reincarnation* works with just about every mapset available so that players can run through their favorite maps as their favorite character and fight their monsters, adding a fresh twist to the classic Doom experience, whether it is in single player or multiplayer, and we intend to support all multiplayer modes, the big four being Cooperative, (Team) Deathmatch, Invasion, and Capture The Flag. Speaking of multiplayer, *Samsara: Reincarnation* Deathmatch is quite an experience, being able to fight against your favorite characters exactly like you remember them, and it can turn into quite the bloodbath, and needless to say, the multiplayer experience *Samsara: Reincarnation* brings to the table is an experience to behold with full support for all of your favorite IWADs and PWADs, whether the player is working with their favorite characters in Cooperative sessions, or spilling their blood on the arenas in a pulse pounding Deathmatch, *Samsara: Reincarnation* truly has it all. Even though I am the Community Manager for *Samsara: Reincarnation*, I have been a player for even longer, and I have watched *Samsara: Reincarnation* grow into what it is today, and I would not be here if I didn't love *Samsara: Reincarnation* on its own merits. Speaking strictly as a player, *Samsara: Reincarnation* has changed the way I play and experience Doom, and to be frank, I don't play Doom without *Samsara: Reincarnation*.
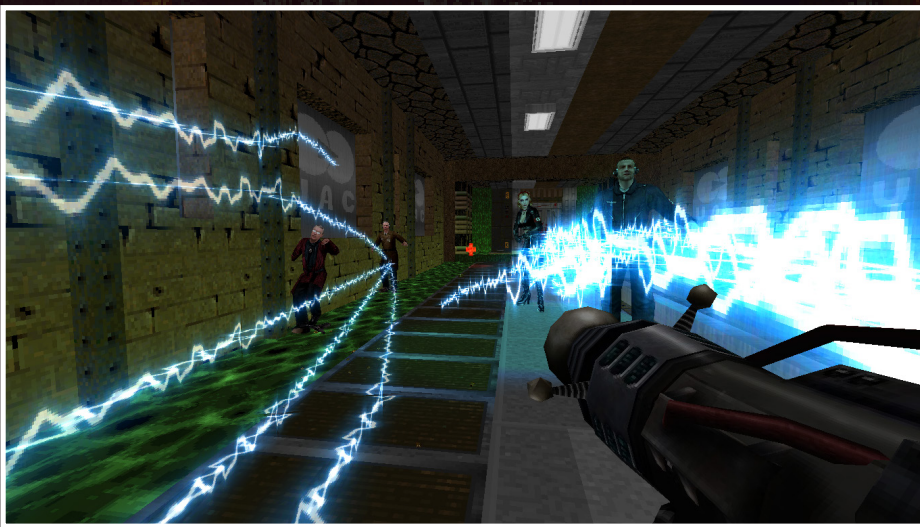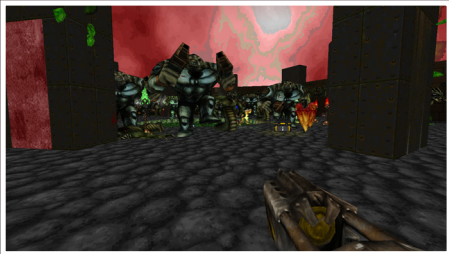
You are probably wondering what characters you can play as in *Samsara: Reincarnation*. As of version 1.0, we have Doomguy, Chex Warrior (from Chex Quest), Corvus (from Heretic), B.J. Blazkowicz (from Wolfenstein 3D, with Lost Missions B.J. and Castle Totenkopf B.J. available as alternate classes), Parias (from Hexen, along with Daedolon and Baratus as alternate classes), Duke Nukem (Life's A Beach included as an alternate class), Security Officer (from Marathon), Ranger (from Quake), I.P. Freeley (from Rise Of The Triad, along with Thi Barrett, Lorelei Ni, Doug Wendt, and Taradino Cassatt available as alternate classes), Blake Stone, Caleb (from Blood), Strifeguy, Eleena (from Eradicator), Space Seal (from Corridor 7), LDF Commando (from Rebel Moon Rising), Kyle Katarn (from Star Wars: Dark Forces), Mooman (from In Pursuit of Greed, along with Specimen 7, Theola Nom, Tobias Locke, and Xith available as alternate classes), Jack (from Disruptor), Grondoval (from Witchaven), Gordon Freeman (from Half-Life, along with Adrian Shephard from Half-Life: Opposing Force available as an alternate class), Lo Wang (from Shadow Warrior), Cyber-Mage, Jon (from Powerslave/Exhumed), Leonard (from Redneck Rampage), Bitterman (from Quake II), Demoness (from Hexen II), James Bond (from GoldenEye 007), and Petton Everhail (from Catacomb 3D). Version 1.1 will include Prisoner 849 (from Unreal), Daniel Garner (from Painkiller), and B.J. Blazkowicz (from Return to Castle Wolfenstein), along with a host of bug fixes and other features when released.

At the time of this writing, we are hard at work on version 1.1 of *Samsara: Reincarnation* bringing the new characters to life, along with their monsters to fight against. Along with the new characters, various bugs are being fixed as they crop up to make version 1.1 even better than version 1.0. There is no set release date for version 1.1 at this time, but I hope version 1.1 will be released later on in 2022. We are also working on a few other things for future versions of *Samsara: Reincarnation* that I cannot discuss at this time, but I assure you, these things we are working on are truly exciting. It has been a long road for *Samsara: Reincarnation*, and the team has worked hard on it over the many years, and we're glad to see all the hard work that has been put in finally pay off. 2022 marks ten years since the first release of *Samsara* by TerminusEst13 (and coincidentally, ReMixer) and I can assure the community that there will be a celebration event when the time comes. The future of *Samsara: Reincarnation* is truly bright, and if you have not yet taken the opportunity to experience *Samsara: Reincarnation*, prepare to be reincarnated!
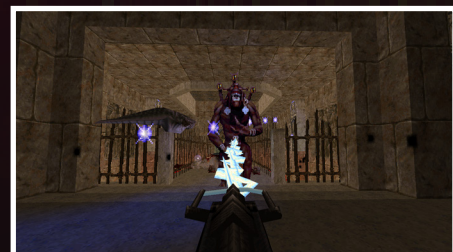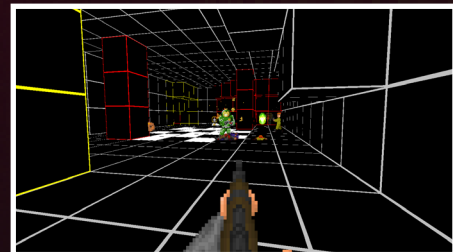
QUAKE II STUFF

by TheCamaleonMaligno. (2015)

I remember quake 2 very well, it was my brother's favorite game and it is still one of his favorites, I had never played it until some years later, I did and I liked it a lot, however, I ran out of levels a bit, and I always thought that the enemies from quake 2 they are a great thing, I was fascinated by the idea of the stroggs, it was a rewarding experience, when I got to doom, I knew that I was very capable of many things, but when I saw this, it blew my mind.

If there is something that I never thought would be possible, it is to emulate almost one game in another to perfection, Although there are many mods that now do it, this is one that I simply still like and enjoy, I present to you: quake 2 stuff.

Even compatible with Zandronum 3.0 (so it means multiplayer compatible) , it fully emulates with the capabilities of DECORATE, the enemies of quake 2, this would not be surprising if it weren't for the fact that the gameplay is too faithful the original, something that not all mods achieve and bringing them not with sprites, if not with the same models, really giving the impression that you are playing Quake 2 and not doom.

Also, if there is something that I really applaud, it is the attention to detail, and this mod does not forget, the enemies make the sounds of the original, the idle, the movement, the animations, all.

The weapons are faithful (even the grenade, you will see when you try it xd), the hud is the same as the original, bringing those icons of the weapons, there really is nothing that is not same as the original quake 2, even the powerups!, trust me, you will love to have a quad damage in your inventory c:

If you enjoyed the gameplay of quake 2, you will really enjoy this, although it still has an enemy without replacing (the pain elemental) it is a great mod that I recommend without problems if you enjoyed quake 2, Not only because of how well worked it is, but because I would say that it is a port of quake 2 only that it is compatible with the levels of doom bringing those unique and great stroggs, to the power of doom.

OH!, also there is a surprise in the secrets enemies of doom 2 c:

- Gaia74
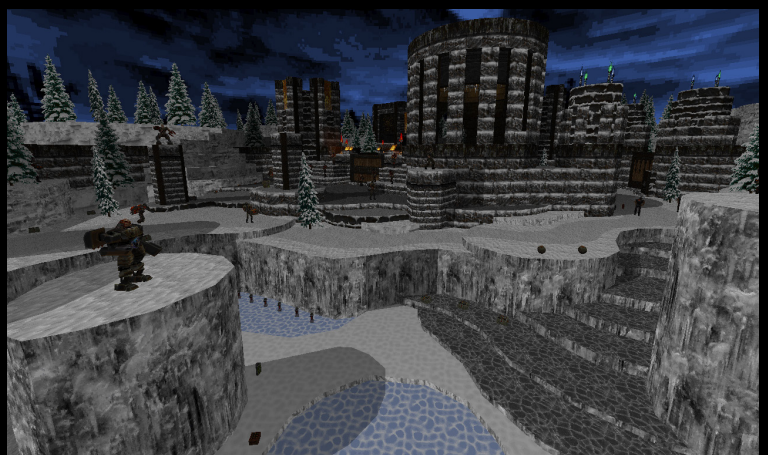
COMMUNITY
ROUND-UP

Hey, everyone! In this new Wadazine section, we plan on giving you a weekly round-up of news related to the Doom community at large. We'll try to include as much as we can that's both relevant and interesting for you to read. Of course, the community is as wide as it is deep, so we'll make the best effort we can to cover all the relevant fields possible - this includes but is not limited to: WADs, speedrunning, Bethesda news, multiplayer, community events and members, etc.

WAD RELEASES:

All the newly released WADs on Doomworld.

Outpost 6?
Mayan Reynolds | 7 Vanilla-Compatible Maps
A Boom-compatible slaughter map:Pay 4 It
Tormention Hour - the survival horror mod of my (in dev.)
ALEXD's MEGAWAD
Doom II Maps of Chaos Map01 TERROR EDITION
REKKR and REKKR: Sunken Land - Now Standalone on DOS!
PALACE.WAD - Map + Disjoint Ideas [GZDoom]
forest caco demon
E2M8: Tower of Babel Remake (For DOOM by the Map)
[WIP] Hypothermia, a short slaughter episode for boom
dead slaughter maps 1-7
Easy Map

[Community Project] Marior Invictus
Asmodeus Cursed Sanctuary
DBP44: Japanese Valentines
POOGERS.wad
Truck Docks wad
"Temple of Zimmer"

SOURCE PORTS:
Updates and news from the source.

Doom Retro 4.4.4 update
DSDA-Doom 0.24.0 update
Crispy Doom 5.11 update

SPEEDRUNNING:

The need for speed (covering since start of the year).

The Plutonia Experiment: Episode 2: Nightmare! 100% Secrets in 31:22
by aconfusedhuman
[TAS] Doom: Unholy Realms - D2All UV-Speed in 8:57
by Dimon12321
Dimensions MAP03 max in 11:45
by kineticbeverage
Scythe MAP30 max in 9:59 by Daerik
TNT: Evilution MAP30 tyson in 36:34
by 4shockblast
1 Bad Wad - D2All Pacifist - 7:24
by Napsalm
NoYe Map16: Doomguy and Two Revenants Walk into a Bar UV Max Co-op in 0:22.17
by 4shock + Garrett
Hell Revealed 2 MAP02 Pacifist in 17:33
by SaladStream
Sunder - Map 32 (The Harlot's Garden) UV-Max in 1:08:28

by ZeroMaster
[Doom2] No Rest for the Living Map 01 "The Earth Base" UV-Max in 3:36
by tatsurdcacocaco

MULTIPLAYER:

Play together, kill together.

[Odamex] Saturday Night Smashfest #2: Greenwar Last Marine Standing.
[USDQC] Wednesday Night Deathmatch #143 - Dwango8 – Zdaemon
ZDaemon Thursday Night Survival #548 - BlueAge (Part II)
ZDS #754 - Igor9 Deathmatch
[USDQC] Friday Night Survival #128 - Demonfear – Zdaemon
Wadazine Flag Fest #21 - Grotesque CTF - [Round 2]

MODS:
Where no one has gone before!

Relighting Doom v2.6b [Updated 2/7/22] - Light & Color
GZSprFix (Revenant100's sprite fixes repacked for GZDoom)
Ashes Weapon Pack V2.20
IkaDoom v1.4
Samsara Reincarnation 1.0 (Releases 2/18/2022)

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

WADAZINE
WZ

NOW ACCEPTING SLAYERS

DOOMWIKI

THE ENCYCLOPEDIA FROM HELL

ARCHIVING, PRESERVING, AND STUDYING DOOM WITH THE DOOM WIKI

BY ENDLESS

I guess everyone here knows what a wiki is, right? I like to describe it as a decentralized movement of information expansion. *Wikipedia* is the largest and best-known example of what a wiki is, and it pretty much represents the basic precepts of a wiki: free information open to everyone. This allows users to contribute to *Wikipedia* in different ways and through different spaces. While this open contribution format can fall prey to vandalism and trolling, the measures have advanced to such an extent that it is not usually a major problem, which has ensured a better foundation of reliable and sought-after information.

Well, now, let's go back to **Doom** and come across our own version of Wikipedia: the *Doom Wiki!* An extensive and passionate community effort designed to collect and archive information related to everything to do with **Doom** and its derivatives, covering from the classic sagas to other lesser-known spin-offs, and even compiling unofficial information (WADs, mods, source ports, community concepts, guides, etc) by fans and community contributors, which gives it a sort of universal feature

rarely found in other wikis. This quality makes the *Doom Wiki* not only a general-purpose encyclopedia for **Doom,** but also a universal knowledge library for everything that has to do with this glorious game. In that sense, the *Doom Wiki* is the library of *Alexandria,* collecting and preserving information about everything possible, if it follows the conditions of notability and formatting, of course.

THE HISTORY OF A DEMONIC ENCYCLOPEDIA

Wikis dedicated to video games are not new, and *Doom Wiki* is probably not one of the first nor the last one. Part of this is because, well, **Doom** is old! The game was born at a stage where the wiki movement still needed much, much more time to be fully born. As a matter of fact, the internet still needed to take some steps to even reach the open format it has today - with less ads, though.

In due time, with the rise of internet culture and the movement for free information, a beautiful miracle happened: in 2005 the *Doom Wiki* was born! Crafted by the hands
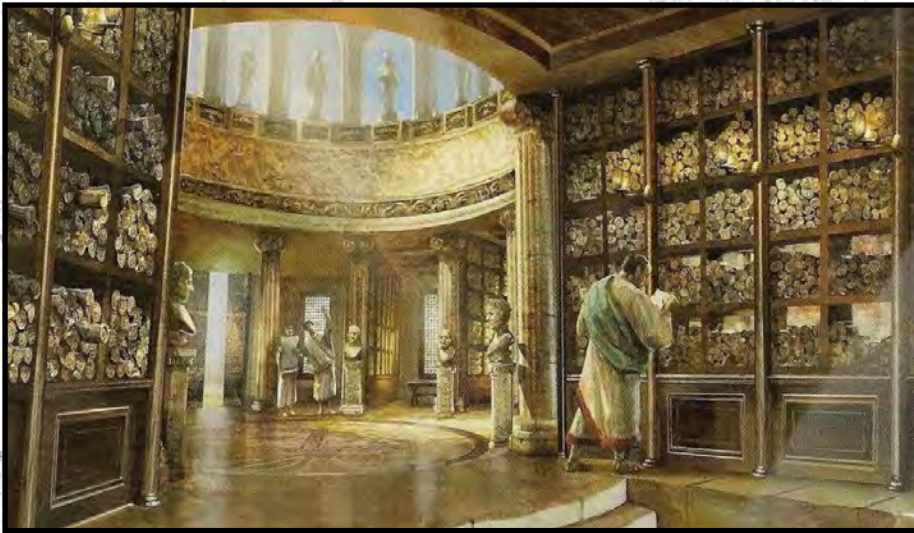
of *Fredrik Johansson* (the creator of the *Vrack* series, nonetheless) and it all went quite cheerfully from there, well, for a time. While the *Doom Wiki* had proven to be quite efficient and successful at its task at hand, there were some issues on part of the software used. *Wikia,* or better known as *FANDOM,* was the software of choice back then to host the *Doom Wiki* and its user interface. If you've been to *FANDOM* before, you will notice one thing quickly: Ads. Lots and lots of ads. This happened back in 2010 when the *Wikia* changed hands and became, more or less, a brand, or a just got more corporate-ish, if you will. Most of the wikia users felt disappointed, and with good reason. The whole notion and ideal behind a wiki is to share information on a non-profit basis. Its goal is not to gather ads nor become some sort of social platform. While that was one of the main issues, there was other problems included that prompted the change of software, like the fact that the *FANDOM* user interface is awful and feels like a modernistic wagon of poorly done layouts by corporate artistry.

So, let's speed up ahead a bit: By 2011, the new site was launched and the *Doom Wiki* was reborn, this time using the *MediaWiki* wiki software, the one that *Wikipedia* uses, as a matter of fact. While the whole migration process wasn't that easy,it ultimately became the better decision and, since then, the *Doom Wiki* hasn't stopped growing and

improving. Take a moment to thank *Mancubus II* for hosting the site, and *Quasar,* for being one of the main administrators and organizers behind the movement.

PRESERVING HISTORY

Apart from the main goal of offering open information to anyone, a wiki's goal is also to preserve it - like a true library, but in the modern age. Archival process can be daunting and tedious, but the result is one that's worth all the effort a hundred times over. What you end up with is a fascinating gallery of important events, notorious moments, influential figures and community growth, and that's something that the *Doom Wiki* has nailed in all shapes or forms. It collects and archives data from official sources, of course. You can find all the official **Doom** levels well-structured and with a great written form, and other *id Software* games,

like **Heretic** and **Hexen.** Now that's the basics of what you would expect, but to go even deeper, you can find even more technical or obscure stuff. There are sections dedicated to engine quirks, bugs, glitches and technical definitions or concepts. Thorough and well-done guides that help you set up y**our D**oom games can be found, as well as how to install source ports, download and play WADs, and even some explanations for newcomers. It's all done in such a handy and great way that it becomes a reference guide for users out there.

Now, that's the official stuff. The kind of knowledge that you would expect as a given to be in a wiki. But the other great stuff that you can find is just staggering! The *Doom Wiki* also preserves community knowledge. There's thousands of pages dedicated to fan made content, especially WADs. Not only that, but it also makes a great job and categorizing everything into neat sections that help you find stuff in a fancier way than simply writing in a search bar.

You can find anything from WADs to authors, and thanks to the open-editing format it has, anyone can update and upgrade existing articles to either add more information or improve readability quality, which is something I greatly appreciate.

You also must consider that all the *Doom Wiki* work (and the rest of wikis) is done by volunteers - nobody earns anything here. They all do it because they want to help preserve the history of our lovely game and extensive community, and that's it. There are editors that have been active for years, making edits like machines and creating articles to preserve new knowledge. You can find active editors there to this day, and some are just so insanely good that it makes you wonder if they aren't bot.

Speaking of which, the *Doom Wiki*

has some insanely good bots that help with formatting WAD and map pages, all thanks to the incredible efforts of *Xymph,* the bot master. *XymphBot* is a precise and extensive bot that helps fill skeleton pages, mostly adding data and technical information that's too tedious to manually add. Thanks to this, the wiki has generated complete pages for thousands of maps to be preserved forever. Now, that's the technical side of things, but a bot will struggle when it comes to more graphic descriptions and historical paragraphs. You'll need a human for that, and oh boy, there are some really nice doomers out there! People that constantly make sure to edit out mistakes, fix errors, close gaps, review references and complete articles. These guys and gals are the heart and soul of the *Doom Wiki,* and the true gears that keep the machine running smoothly.

What I truly admire about this gigantic endeavor is the sheer passion needed to build such a community of archivists and historians. The *Doom Wiki* is not only a kind of wiki made with a limited or close motive; its mission is to preserve and conserve the history of the game and the community, from its early years until the internet ceases to exist. Every day there are new pages that highlight that mission. Working on the *Doom Wiki* is not something easy or something that is taken lightly. It requires a certain amount of patience, precision and a mindset designed to search for information in the most accurate way possible. There may not be hundreds of active editors or contributors, but the dozen or so members it possesses have demonstrated a natural passion for building and preserving among the annals of this history. Our history, to say the least.

MY EXPERIENCE AS A CONTRIBUTOR

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02:49, 10 March 2022 (diff | hist) . . (+32) .
02:48, 10 March 2022 (diff | hist) . . **(+14,25**

For a long time I was quite attracted to the *Doom Wiki* mission and the way it works. It is, to say the least, a methodical and analytical system that works wonders for archiving data and information, and that is something I admire and respect, which in my spare time I try to apply to my own life. On the other hand, entering the *Doom Wiki* took me some time, mainly due to its syntax, which is somewhat confusing and intimidating at first. The syntax, or rather, the [wikitext,](#) is the writing format that wikis use to design and edit their content. Think of it like the options offered by *MS Word,* but now, instead of applying them automatically with a single click, you must do it manually by inserting a huge variety of codes, symbols and combinations. That's wikitext. An alien form of writing at first, but

one that is becoming more and more familiar to me every day.

While at first, I was annoyed at the sheer complexity and difficulty of such a rustic and unorthodox system, I ultimately ended up embracing it and seeing its true benefits. For one, it allows to copy- paste easily. Formats are translated without a problem if they are in wikitext. It also allows for a nice range of customization and options, which allow you format articles in a lot of different ways according to the topic at hand. For one, there's also the fact that it has quite the learning curve, but once you do get it, it becomes quite natural.

I initially started with small edits and move on from there, little by little getting into the more complex stuff. Unfortunately, I dipped my toes in too fast and made some mistakes during my first entries. You see, one of my early goals (and still a long-term goal) was to illustrate WAD articles with HD screenshots. I could do this easily, I told to myself, until I realized that, unlike *MS Word,* you must link a screenshot/picture manually but using the file layout, the gallery format and then writing the filename of the picture. That was something I did not knew at first and I could barely understand back then. So, I made some mistakes, lots of them. That's where *Xymph* comes in. One of the most active editors and overall master of the wiki. He gave me a bunch of tips and instructions on how to do it, but me, being quite dumb, still didn't quite get it and I was becoming more and more frustrated with the whole process. In the end, I left the wiki and just did small edits here and there.

It took me like a year to finally return and start over, and this time... this time I was ready.

One of the first things I did, instead of blindly trying to create articles from the ground up, was to copy and paste

full articles, similar to the subject of my choice, and then replace the paragraphs with my information. That way I didn't have to manually write every single layout or symbol, and I just had to be careful of not messing up the formatting. And the more and more I used that method, it became more and more natural to me, to the point that I was organically memorizing the codes and layouts needed to make an article or page, and then, I discovered how to copy and use templates and now it's all formal to me. But heck, even to this day I still just copy and paste some layouts that come in handy, because it helps me out a lot in avoiding mistakes and it also speeds up the process by a whole lot.

Now, I edit and create pages with such sheer joy, it's incredible looking back at how many years I wasted due to me being lazy and negligent. The *Doom Wiki* feels like a compelling and noble task, one that I greatly admire and respect. One that I cheerfully want to further contribute to more and more. Now I can create two or up to four articles a day if I feel like it, and it's such a pleasure to see the page evolve over time with the help of other contributors and editors - and that's something I really appreciate! As I mentioned before, a wiki, by extension, is an open project – it is not private nor invitational. It's made so that anyone can help, and that's how the wiki can both grow and improve each new day. If I made a mistake, someone would correct me and point me in the right direction, and now, I can also do that and help others create better articles and complete stubs.

I now mostly stick to making pages related to WADs (shocking, isn't?) and I also like to write conceptual or historical articles. Some of the work I've done has been quite interesting to tackle, and super fun. It mostly allows me to both liberate my writing itch and to also make something that has weight and valor - something that, someday, might help someone.

Any internet addict knows that *Wikipedia* can be quite addicting, well, the *Doom Wiki* is addicting to me! It's like opening a thousand paged book, and randomly selecting a page, and voila, you just learned something new about your favorite game. How cool is that?

Now, for some variation and cool things, here's a list of some of my favorite *Doom Wiki* articles for you to check out! Including some of my own.

INTERESTING DOOM WIKI PAGES

THE DOOM MASTER WADAZINE
(I DID NOT CREATE THIS PAGE!)
EVITERNITY
RAMP
DOOM RADIO
REVIEW
TECHBASE MAP
THE ROOTS OF DOOM MAPPING
LIST OF COMMERCIAL COMPILATIONS
LIST OF NOTABLE WADS
DOOM BIBLE
ARTWORK OF DOOM
DOOM V0.2
DOOM95
1994 TUNE-UP COMMUNITY PROJECT
1994 WADS
PDA
DOOM COMMUNITY JARGON
THE /NEWSTUFF CHRONICLES
HELL
MASTER LEVELS FOR DOOM II
D!ZONE
SHOVELWARE COVER ART
COVER ART
THE LOST EPISODES OF DOOM
ALIEN VENDETTA
CHICKEN
SIGIL
COMMERCIAL GAMES
JOKE WAD
FINAL BOSS
PLAYSTATION DOOM
DOOM IN JAPAN
HALL OF MIRRORS EFFECT
MAPPERS RANKED BY MAP COUNT

A NOBLE DUTY

I truly believe that editing the *Doom Wiki,* or any other kind of wiki, is a noble task. The goal is not the create fame, nor to gather revenue. Wikis are made to be, in a poetic way, libraries of free knowledge. They encapsulate that 90s feeling of discovery and preservation. They are, to me, the modern information highways. A wiki can teach you a whole month of school in a single day, and the *Doom Wiki* can give you a ride through nearly three decades of history in just a few browsing hours. While by goal, a wiki is never complete, I'd like to think that if the world where to end tomorrow, the *Doom Wiki* would rank high up into some of the best and most complete wikis in the world. The works done by some many doomers around the world have been preserved to eternity. You can't say the same for a lot of other games, sadly. Games like **Unreal, Duke3D** and **Quake,** despite being such powerhouses and iconic legends in their own rights, they have lost so much information it can become depressing to even try and learn about their history and community. Thousands of thousands of megabytes of information lost to time and sheer abandonment. We can't blame the fans, of course, because such projects like this require will, discipline and skill. The *Doom Wiki* has won both the test of time and quality, and heck, even quantity. It still grows each day, and it keeps on moving.

If you ever go to the *Doom Wiki,* take some time to explore around and learn about this glorious game. Heck, just hit the random page bottom and you will probably find something new and interesting.

If you ever feel like contributing to it, please, do so! Even small edits such as grammar or typo fixes are more than welcome, and, in due time, you can learn the ropes of it and start making beefier edits that contribute to this sea of knowledge.

After all, what are we but the sum of our actions? How can we preserve our lives, our history, our victories, if we don't preserve our deeds?

And now that *Endless* has shut the fuck up, time to welcome some actual pros of the *Doom Wiki!* These guys have been around for some time, and they know both the ins and outs of this lovely project.

So, without further ado, welcome!

– Endless

INTERVIEW WITH DYNAMO
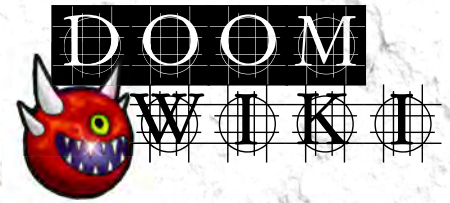
For our new readers, could you tell us what is the Doom Wiki?

The [Doom Wiki](#) is not only one of the oldest wikis purely dedicated to covering all topics concering a specific video game series, but in the case of our community, it is also one of the many venues through which content, information, tools, and documentation of any kind is shared and preserved. In this sense it serves a role that goes beyond what many traditional wikis do, and is in my view an extremely useful tool alongside other websites such as *Doomworld* and *ZDoom*. And naturally, it is a growing site and community in itself, and it is a pleasure to see newcomers contributing to it in such a passionate way.

How did you start your career as a Doom Wiki editor?

I was a small time contributor for quite some time, having created some articles here and there. But the main impetus to taking on a much more active role came after witnessing a conversation on *Doomworld* where somebody mentioned how good [Mapgame](#) (an episode replacement mod for **Doom 1**) was. Instinctively, I looked it up on the wiki, only to find that it had no dedicated page. I became frustrated because it was not the first time my searches had yielded no results, and decided that if someone was going to expand mod coverage, then it might as well be me. Following that event I took it upon myself to create as many mod pages as I could, and I'd say the wiki is in a much better spot now in terms of mod coverage, not just thanks to my efforts of course, but through the collaborations of many people towards this endeavor.

Are you satisfied with the work you have done?

On the whole, yes, I feel like I've added many projects that are quite significant and well-liked, even if some are more on the niche side. But it's good to have representation for many different things, otherwise we would only be covering *Alien Vendetta* and nothing else. :) But with wiki work, it's never truly done, and I have made an effort to go back to some of the articles to improve them further, and to document custom enemies/other content that's added via *DeHackEd* and *DECORATE* so that it may be represented properly in the map articles.

What would you like to see improved or changed on the Doom Wiki?

Personally, other than some critical mods still missing for which much work and research would be needed, what I would like to see the most is new templates and scripts that allow for more flexibility in the coverage of mod custom content, such as maybe some kind of drop down menu that can be used to make the interface more readable in cases where there's way too many custom enemies and weapons - the [Demon Eclipse](#) article is a good example, it would look a lot cleaner and readable if there was a template to work with. But I'm not yet sure how these templates could work and look like, so the search is still on.

The Doom Wiki stands out for not only having a comprehensive and detailed collection of official data, but also a huge repository of fan-made content. Was this always the intention of the Doom Wiki or was there a change in which you decided to accept fan content? I ask because on other video game wikis, it is not common practice to accept unofficial content.

It is true that most wikis are not so concerned about custom content, but the **Doom** community has always been different from most in this regard. I mean, one needs to look no further than *Fredrik Johansson* himself. He was not only the founder of the wiki, but also an accomplished modder in his own right. Modding is such an ingrained and integrated part of the **Doom** community that it is modders who typically lead almost any effort related to it these days, and this aspect is also visible in stuff like the *Unity* port having official support for certain fan-made mods, or *John Romero* making custom maps, *Lee Jackson* making MIDIs for mods, and *Dario Casali* making gameplay videos of mods. Thus, mod coverage was a thing since the earliest days considering the ones who were making mods were also the ones who went on to create the wiki in the first place. For most other wikis, this was not so much the case.

What has been, personally, your biggest challenge as an editor?

This is a tough one to answer, because there are many different types of challenges a wiki editor faces, as it's a job more complicated than just writing or filling article templates. Certainly one of the more exhausting tasks I've done is filling all the soundtrack information, complete with correct links, in the [DUMP 2](#) and [3](#) articles. But while that was a rather harrowing experience, it was not quite as challenging as creating a walkthrough for [Biowar](#) (which is still unfinished...) or the secret areas information for [Community Chest 64](#), as those required a completely different set of skills, in this case writing. And given that, as I mentioned, I'm still not sure how to approach the template issue I've discussed before, I guess I could say that is indeed the biggest challenge I'm facing thus far. :)

What is your focus or specialty?

Adding mods, from all eras and for any source port, though I sometimes also do research for the vanilla games, the console ports, and stuff like that. Ironically, the very first article I've worked on was the **Doom 0.3** *alpha page*, even though I've otherwise not done much work on that front.

Do you have a favorite article?

It's hard to pick a favorite since there's many good and well written articles, but I have to say I am biased towards the articles for *Memento Mori I* & *II*, *Requiem,* and *STRAIN*: they were among the earliest mod articles to be created and thus served as an example for those who followed; furthermore they are well written and interesting to read, and for the most part feature complete information as far as gameplay is concerned, and last but not least, they provide interesting historical information about their development which is fascinating to read about decades after the fact. Mod coverage on the wiki definitely got off on the right foot with those articles.

What other members have helped or inspired you to join the Doom Wiki?

I don't think I would've gotten anywhere near as far as I did if not for the tireless efforts of *Xymph*, whose advice, help and mastery of scripting have elevated what used to be fairly meek edits into full-featured articles. There is simply nothing I can state that would do the amount of work he's put into the wiki justice, all I can say is that if it weren't for him, not only would the quality of almost every article be significantly lower, but far less people would also be motivated to work on things, as they've seen the quality and professionalism he brought to the wiki and found motivation in that to start contributing themselves and follow in his footsteps. Of course, massive props also have to go to many other inspirational people whose work and help has likewise been immense, such as *Quasar*, *NuMetalManiak*, *Gauss*, *BuildCat*, *Doomer96* and many others.

Are there any other wiki's that you have used as a form of role model or inspiration?

I did work on some other wikis in the past, but if I have to be completely honest, it was the *Doom Wiki* that I used as a role model when working on the others, rather than the other way around. :)

How do you see the future of the Doom Wiki?

It certainly is shining brightly right now, last year ended with a bang and activity has not gone down in 2022 thus far. There is still a lot of work to do, but considering all the bases we've covered already, there is ample opportunity to be able to work on all kinds of content at one's own leisure, be it walkthroughs, screenshots, secret descriptions, more modding coverage or simply keeping up with the newest releases by the community. So long as the users we have gained stick around for quite some time, it is my hope that the wiki will continue to impress and attract new readers and writers.

Any last words for the readers?

Naturally, being a community effort, I do actively encourage people to utilize it as much as they can, and help improving it where they feel they have the skill or knowledge to do so. While I have no way of verifying this, I theorize that the *Doom Wiki* is currently one of the most complete modding-focused databases in existence, and thus I hope it can be treated as such by those seeking to get involved in playing this community's wonderful projects.

INTERVIEW WITH XYMPH
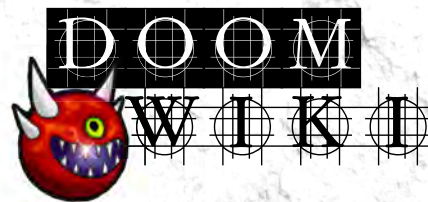
For our new readers, could you tell us what is the Doom Wiki?

The collective community knowledge about the **Doom** series, **Doom**-engine games, related topics, and everything notable that the community has created for and with these games.

How did you start your career as a Doom Wiki editor?

I was very active in the **Doom** community from the earliest days til 1999, then moved on to other pastures. In January 2016 I bumped into the wiki article about me and started making small edits. My activity grew slowly from there at first, then snowballed in subsequent years.

Are you satisfied with the work you have done?

Of course... what are the repercussions if I'd answer "no" here? ;-)

What would you like to see improved or changed on the Doom Wiki?

Content-wise we're doing fine, although more gameplay screenshots to illustrate maps are always welcome (until the server runs out of disk space, I guess). Technically the wiki really could use a *Linux* admin to deal with a few system problems, and upgrade the ancient *MediaWiki* version. I already have too much on my plate to adopt this responsibility too, and *Quasar* doesn't have enough time and *Linux* knowledge.

The Doom Wiki stands out for not only having a comprehensive and detailed collection of official data,

but also a huge repository of fan-made content. Was this always the intention of the Doom Wiki or was there a change in which you decided to accept fan content? I ask because on other video game wikis, it is not common practice to accept unofficial content.

Remember, I wasn't around in the first decade of the wiki's existence, so cannot comment on original intentions. But coverage of major community content was part of the wiki pretty much from the start, I believe.

However, when I joined, it was already obvious that manual creation of all this content wouldn't scale and there already were a lot of inconsistencies. That's when I learned about API and started to envision systematic and consistent coverage via scripts and *DMMPST* of all the info that can be automatically extracted from WADs and used in wiki articles.

What has been, personally, your biggest challenge as an editor?

During periods when other editors add a lot of PWADs, keeping up with the script-wise coverage of those maps and related information becomes exhausting.

And the lack of UDMF support in *Omgifol* continues to be a serious handicap in covering UDMF maps.

What is your focus or specialty?

Per above, scripted edits via the API and my bot account, ensuring consistent and complete coverage of WAD basics and statistics, demos, mappers, and more. And I do a fair

share of reviewing other people's edits.

Do you have a favorite article?

Uhm, never thought about it... *Entryway?*

What other members have helped or inspired you to join the Doom Wiki?

Quasar, Ryan W/Xeriphas1994, and *Gez* were very helpful after I joined, I learned a lot from them. Other people were inspirational or helpful in more incidental ways, so no list as I'd probably forget a few. In recent months, cooperating with *Dynamo* on WAD/maps coverage has been a life saver.

Are there any other wiki's that you have used as a form of role model or inspiration?

Wikipedia, of course, and *IMDb* to some extent; I'm not involved with other (gaming) wikis.

How do you see the future of the Doom Wiki?
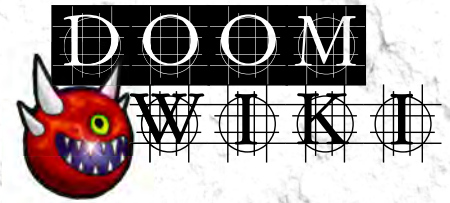
Rosy.

Any last words for the readers?

Doom will never die.

Thanks a lot for joining us in this feature, Xymph! Glad to have your wisdom onboard, and thanks for all your efforts.

INTERVIEW WITH QUASAR

For our new readers, could you tell us what is the Doomwiki?

It's an online community-maintained encyclopedia about everything related to **Doom**, including the games themselves (classic and modern), and extended universe material like the comic, movies, books, etc.

How did you start your career as a Doomwiki member?

I joined around 2006, about a year after it was founded by *Fredrik Johansson*, when *Wikipedia* started mass-deleting all of the **Doom**-related articles I had worked on for that site.

Are you satisfied with the work you have done?

It's always a work-in-progress but it's already amazing with everyone's contributions in place.
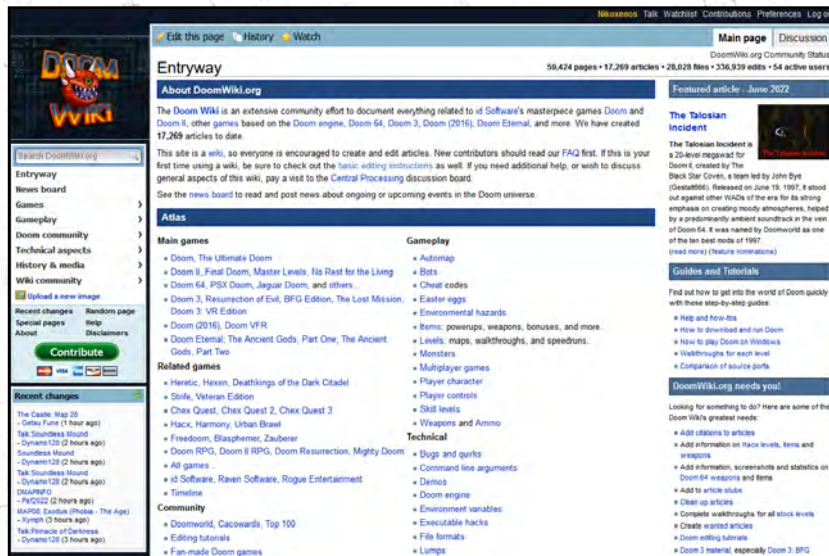
What would you like to see improved or changed on the Doomwiki?

We need very badly to get a new server set up, as the current one is ancient, can't be updated any further, and is threatening to crumble under its own weight. Trying to find people with knowledge on how to migrate all the system settings successfully keeps coming up empty handed.

The Doomwiki stands out for not only having a comprehensive and detailed collection of official data, but also a huge repository of fan-made content. Was this always the intention of the Doomwiki or was there a change in which you decided

to accept fan content? I ask because on other video game wikis, it seems is not common practice to accept unofficial/fanmade content.

Unlike some of those wikis, covering mods and community activities/people has always been a part of the *Doom Wiki* since its beginning. This just goes back to the pre-existing **Doom** community and the game's

status as a cultural phenomenon - we've all been embedded with it for the ride.

What has been, personally, your biggest challenge as an editor/member of the Doomwiki?

I really dislike having to exercise my modding powers when there are disagreements, I'd rather people manage to work it out on their own but obviously that can't always happen. It's the least pleasant part of keeping it online and going.

What is your focus or specialty in the Doomwiki?

Don't have one myself, I work a bit on everything.

Do you have a favorite article?

Out of ones I've written, that would have to be the article I recently finished on [Microsoft's Judgment Day '95](#) event, because it was so crazy, and because I was able to find a lot of information about it that assembled into a massive article.

What other members have helped or inspired you to be part of the Doomwiki?

Fredrik, fraggle, and RyanW, in particular.

Are there any other wiki's that you have used as a form of role model or inspiration?

I have definitely looked at and learned from some others, such as the *Zelda Wiki* back when it was indepedent (now unfortunately in the grasp of *wikia*). *The Transformers* wiki is also a pretty good role model.

How do you see the future of the Doomwiki?

Continuing to grow and staying online despite all the challenges that entails.

Any last words for the readers?

I hope everyone enjoys and cherishes the wiki as a community resource.

Celebrating 2 years of the

THE DOOM MASTER WADAZINE

*T*ime sure does move fast, huh? Now, it's been two years since the Wadazine dropped, and so much and so many has happened. If you've been reading the magazine for a while, you might remember that the very first public appearance of the Wadazine was in July 17, on a [Doomworld thread](#) where I proposed the initial concept and format. This was meant to be a simple way to see if the community was interesting in the project, and if there were any willing volunteers to help out with it. Turns out, the community was more than welcoming of the project and the gears soon started work on the very first issue, done solely by me with the most rudimentary tools possible. Yet in its simplistic nature and low quality, there was a certain charm that attracted me and a plethora of other magazine Doom fans. Soon enough, the Wadazine suffered the beautiful consequences of a snowball effect. One by one, the team started to assemble, the Doom Masters come to me and the first collaborations became a reality.

*O*n the second issue, we already had a cover and a logo, contribution of the fabulous elend. The very first writers of the Wadazine also joined for issue #2: Taufan99, Roebloz, Ant1 and TheEvilGrin. The Wadazine was still being made by me on the design side of things, so, while it looked ugly, the articles and new write-ups by the community doubled its value, and things were just going to get better.

HERE ARE SOME CURIOUS FACTS ABOUT THE WADAZINE

Released on July 19 2020.

Doomkid was the very first interviewed member.

Akeldama was the very first Master Recommendation

Issue #3 cover was made by me, and i'ts the only cover I've done so far.

UndeadRyker was the first Discord member and the creator of most of the emojis.

4MaTC and Nikoxenos our graphic wizards, also joined in issue #3

Issue #7 was our first Halloween Special.

Also on that issue, the first hint of the Wadazine Awards was created.

Issue #8 was our Wadazine Awards features.

Also there, our first Heretic Seal of Approval was given to Faithless: Trilogy.

Issue #9 is our first Doomsday cover, and I love it.

John Romero was featured in issue #11.

OOF!

Issue #14 was the first issue to break the 100 Pages goal!

The Wadarcheology Project was created during issue #14 too with the help of Arrowhead.

Immorpher the all-mighty D64 sage, joined in issue #3.

Issue #15 is our biggest edition yet, with 126 pages.

dayM

TheNoob_Gamer was the first Newstuff reviewer. Afterwards, LadyMistDragon would take the helm.

By issue #6, our iconic full logo was created by elend

By issue #3, elend made our lovely Seal of Approval.

Issue #4 was the first issue to see a completely new visual makeover.

In that issue, we also featured decino

Chris Hansen was our first host after Doomkid.

With issue #17, we started 2022 on March.

Up to issue #17, the Wadazine has produced

1,263 pages

106 articles and 143 complete WAD reviews.

WHAT?!

The first Wadazine Master Collection of WAD projects were created in March 10, 2021, with the lead of **Remilia Scarlet** and **4MaTC**.

Our very first event was the DWMaster Endurance Tournament (RIP) being held during December 9, 2020.

Our latest project is the WadaCast, a Doom podcast hosted by a guy with no end and self-control.

In celebration of Quake 25 Years, we launched a mini-issue for it: the Quake Master Magazine.

art by Craneo

The most prolific article writers have been

Immorpher and Roebloz

so far

The most prolific WAD reviewers have been: **Arrowhead, TheEvilGrin, Eric Claus and LadyMistDragon.**

NICE

The Wadazine Doom Wiki article was finally created on January 24, 2022.

Our longest multiplayer event is the Wadazine Flag Fest events, started on September 18, 2021 and being held by **Arrowhead, Flambeau** and **spwnSH4Rk**. At the moment of writing, there has been 41 events, with only 1 single week skipped for vacations!

The highest score in the ER/IWA events is currently held by **Roofi**, with **4290** points. Each played WAD during the events is 5 pts, so, you do the math.

Wadazine.com was launched on August 29, 2021. That's a nice 29 29.

The Ultimate Master WAD Guide is the biggest article yet, featured on issue #8, clocking at words. **6,329**

The biggest WAD feature is the Master Levels For Doom, clocking at **5,408** words across 9 pages.

Over **26** different doomers have made submissions for the Wadazine.

Plenty of cool facts and little stories have been formed with the Wadazine. It's quite amazing to think that we've been going for two years already, and pretty much non-stop. While yes, some issues have seen some large delays, the Wadazine itself has never stopped producing content. There's always something brewing, and some new project being created. The main purpose of this is simple: to entertain and to enjoy. The Wadazine is a community effort that, ultimately, aims to be an experience. We want our readers, and our fans, to have a good time in this amazing world of Doom. The Wadazine follows a spirit that conveys the idea of companionship. Like those old gaming guides that used to exist during the 90s and early 2000s. You would play the game and have the guide right next to you, reading with a separator on the page that you need, looking for those pesky secrets that are so hard to find. While the Wadazine isn't the same thing as a guide, it does try to offer you some light into the darkness, to give you a look into such a vast world, that everyone needs some guidance to walk through its plains of hell.
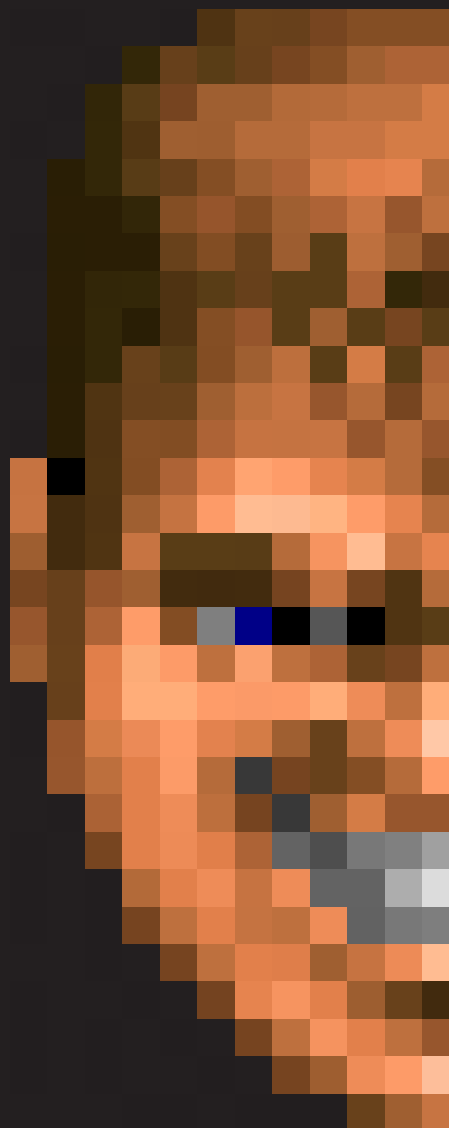
Wadazine is an experience, and, for me, it has been one hellavu fun experience. I've met some great people and forged amazing companionships. 4MaTC and Nikox-enos, I'd like to take these few lines to give you a strong handshake really, really, a hug and a huge thank you. Without you, guys, the Wadazine would still look like a school project. You've given life to this project, and you're the gears of the machine. Thanks a lot, my dudes.

I've learnt and lot and done a lot now. This project has proven to be a challenge, but one that's extremely satisfying to complete. We are almost 20 issues in, and there are no plans of stopping. Hell, as long as I am here, I promise you to always give you good content to enjoy! Thanks a lot for always supporting us, dear doomer. We hope to see you in the next anniversary, and more!

Now, go play Doom!

WADAZINE
EXPERIENCES

It is hard to believe we are already at our 2nd anniversary! Time sure flies. I'm a relatively new member of the Wadazine team; I wasn't around for the inception of this project – but we sure have come a long way! The Wadazine has been a major positive influence in my life – I've met many a good friend on the Discord server, as well as many other talented people from the 'Doom Masters' team.

A lot of work goes into making this free magazine a reality: graphic design, proofreading, article writing, the list goes on. I am happy to be a member of the Wadazine team, where I've contributed proofreading / editing suggestions, as well as many deathmatch reviews. I used to shy away from team projects, but now, I wouldn't go back – especially after meeting everyone I've met. It has been nice being able to bounce ideas around with a group of like-minded people.

I've also had a lot of enjoyment from the Wadazine's WADarchaeology review project – having contributed many reviews in that area as well – I hope to get back to it soon, once I finish up a couple mapping projects I have in the works – I've met many a cool person from that project, too. It has been a lot of fun helping Endless manage that project.

I'm glad that I decided to join up back in early August of last year.

ARROWHEAD

I joined the Wadazine back in 2020 with my first contribution being a review of Glaive in Issue 6. The Wadazine team has been great to work with, and more than that a fun community with individuals from all over the world that I have gotten to know over this time. The Wadazine helped me to get out of my shell a bit and do something a bit new. I wish continued success to the Wadazine and hope our readers have enjoyed reading it as much as I have contributing to it.

ERIC CLAUS

When I first found the Wadazine, I was in the depths of quarantine and COVID. Usually when I am feeling down I go back to the classics, and Doom always was one of my top games growing up. Wadazine was exactly what I was looking for: a fan-driven project that was relatively free from outside influence. Because it's unofficial there's no worries about upsetting backers- we could just be passionate and create!

Coincidentally I joined at the same time as 4MaTC and I think we were really able to put some heart into it. I'm very proud that we enable a lot of people in the community to get their creative work recognized and taken seriously. Not everybody is a pro mapper or genius at scripting, lots of Doom fans have other creative talents and we are really able to showcase them.

Personally, my favourite articles are the ones about Console Doom… there has been a huge re-evaluation of some of those titles like PSX Doom and Doom 64 and I am proud to kind of hype that up and be a part of all the amazing new content coming out, especially for Doom 64!

NIKOXENOS

I always wanted to make my own magazine, but lack of ideas stopped me, when I saw TheNoob_Gamer participating in the third issue I contacted endless. First, he met my offer to help with some doubts and it felt like I'm on an interview for a well-paid job. In the end I get no penny for my work, but I enjoy it-

It helped me to get distracted from my real job...

4MaTC

(Editors note: lol it didn't doubt you, I just didn't know how designers worked back then. I'll pay you with hugs. Virtual ones.)

I have had the honor to write about Doom 64 in Doom Master Wadazine for most of the issues! The Doom community has a fascinating history which continues to influence game development. A lot of this history would be lost if we did not have outlets like this which provide an opportunity to document history. I admire that the Doom Master Wadazine has a positive stance on journalistic freedom and welcomes writers of all kinds, even an oddball Doom 64 writer like myself!

I was new to them at the time I started, but Endless, Remilia Scarlet, and the rest of the team gladly welcomed me in; I will never forget that. For every article, the graphics team of Nikoxenos and 4MaTC exceed that of paid publications in quality. Then there is Arrowhead as well who tirelessly proofreads every article with a fine eye for detail. These are only a few of the many members of the team who work hard to put these issues together. I don't know how they manage to do it better than anyone else, but it has been a pleasure to be a part of the Doom Master Wadazine and its community!

IMMORPHER
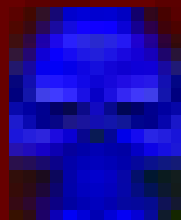
Being part of the Doom Master Wadazine has been an incredibly gratifying experience. Though I'm not 100 percent certain what practically anyone thinks beyond the generic "you guys rock!" sort of thing, there'll be occasional little hints that someone actually checked out a WAD otherwise little hyped based on a recommendation from the Newstuff guide. It's also helped me to connect with a number of other members of the Doom community in a meaningful and fulfilling manner that never quite

existed in my RL. Thanks to Endless for having enough patience to put up with my sheer lack of competence and Remilia Scarlet for creating a lovely atmosphere (then sadly departing)! Lastly, it's given me experience that has proven transferable to some non-Doom related writing! Here's to another 2 years of the Wadazine!

LadyMistDragon

Being the first member to join the Wadazine Discord and one of the early writers is something I'll always cherish, and I wouldn't have it any other way. Giving Endless my advice on the initial look of the server and creating most of the emotes were one of the many memorable experiences I still reminisce about. Being a writer for the Wadazine was an incredible opportunity for me to improve my diction and rhetoric, even if I could only commit enough time for one article. Also, writing about one of the greatest games of all time was the cherry on top. Those opportunities were something I'll always be thankful for, and if time allows, I'll take another chance to work with Endless in a heartbeat.

UndeadRyker

2 years already? I'd say it seemed short, but I'd be wrong: 8 reviews, 2 articles, 18 issues and quite the amount of nighttime writing later, it doesn't really feel like it's the same as it was. I remember that time where stepping outside the house was a rare occurrence, being awake at 3am was the norm and I was a tiny new member of this community trying to find "something cool I can do with others that wouldn't require too much code". Well, needless to say, I found it. Now I might not be qualified to say this as other obligations lately made my presence and contributions rare, but I think this whole "cool new project" has come a long way; and it's been amazing to see it grow. Not that it might stop anytime soon. Here's to another year!

The Evil Grin
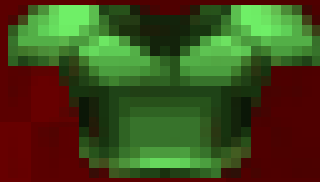
I lived through the era of the great comic mags... Heavy Metal, Epic, Creepy, Eerie and The Savage Sword of Conan, just to name a few! Then there was Future Life, Starlog and Dragon Magazine among my favorites. I have a great admiration for the magazine genre for sure. It was pretty sweet to see the birth of the Doom Master Wadazine and watch it grow like it has. I think it stands up there with the great magazines of yore that I read in my earlier days. It's hard to believe it's been 2 years already. Here's to more years, more maps and more mags, for sure.

Doom Dude

Wadazine is pretty special in my eyes. Between the excellent reviews and articles, the amazing, team, and the side projects that Endless puts on, it never fails to impress me. Wadazine is the burning passion we have for Doom, distilled into the right mix of content and people. Though I may not be directly involved with it anymore, I still consider it my "home" when it comes to Doom, and I'm honored that I was able to be a part of it.
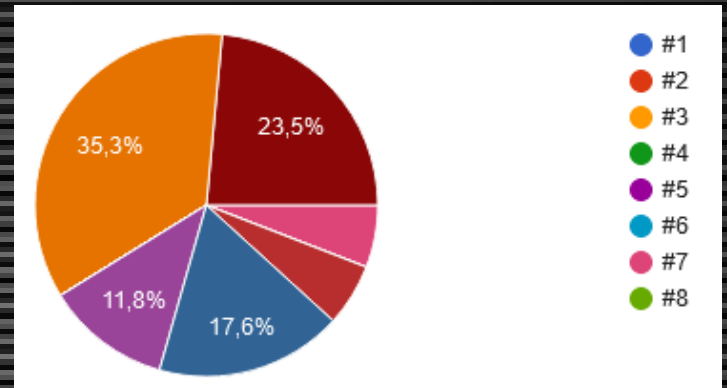
Mistress Remilia
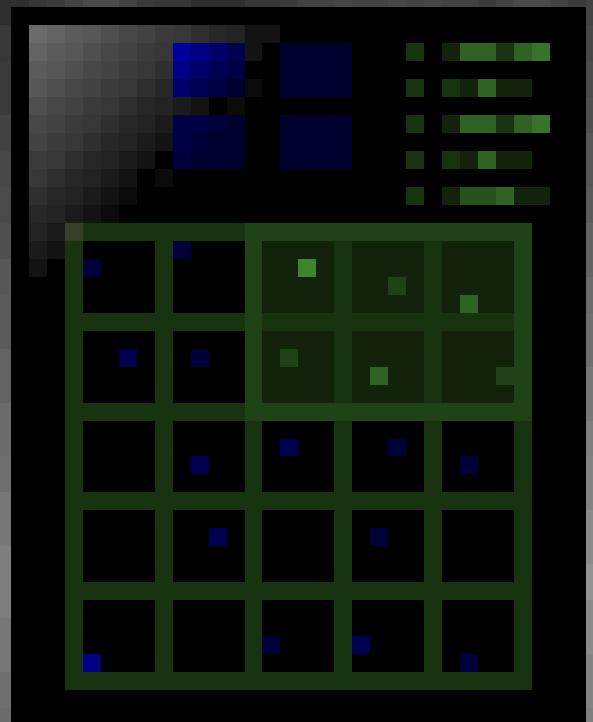
COMMUNITY SURVEY RESULTS
[STATS FOR NERDS]

What's your favourite issue?

- #1
- #2
- #3
- #4
- #5
- #6
- #7
- #8

35,3% 23,5% 11,8% 17,6%

What's your favourite Wadazine section?

17,6% 11,8% 17,6% 23,5% 11,8% 11,8%

- WAD Corner
- Articles
- Master Recommendation
- Interviews
- Newstuff from Doomworld
- Pictures Gallery/Art Gallery
- Fake ads and minigames/puzzles
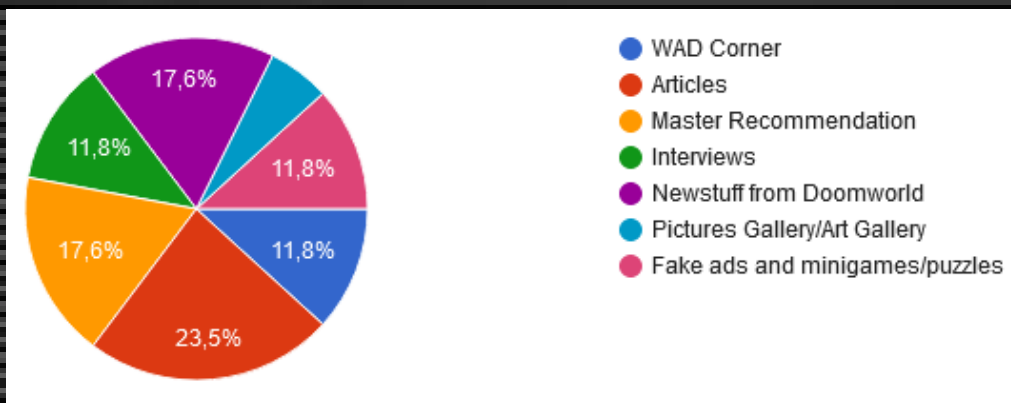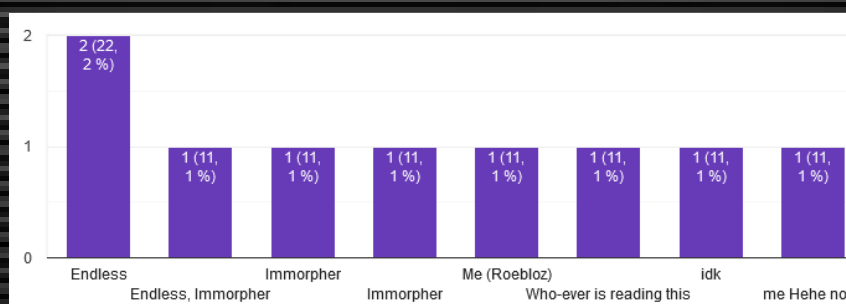
H Doom Review When?

Favourite article or write-up?

| Doom Escapism. |
| Console Doom Chronicles |
| Aside from my Console Doom Chronicles, the one about D!Zone |
| a review of new mods released |
| Immorpher's 64 articles |
| Index |
| the one about D!Zone |
| John Romero Q&A |
| Loved the article on escapism Endless made |
| Wadarcheology, and /newstuff |

What would you like to see more of?

| More WAD reviews. |
| Hardcore interviews with Doom staff |
| Console Doom stuff |
| mods |
| @everyone pings |
| Gameplay mods |
| Boobs |
| Imps puzzle corner |
| More WAD corner! and artsy "fake ads" for Classic wads, or newcoming, like the BLOOM one |
| more historical stuff like the story of the community |
| Interviews |
| Reviews of older WADs and interviews |

Who is your favourite author?

#drama

| Endless | Endless, Immorpher | Immorpher | Immorpher | Me (Roebloz) | Who-ever is reading this | idk | me Hehe no... |
| 2 (22, 2 %) | 1 (11, 1 %) | 1 (11, 1 %) | 1 (11, 1 %) | 1 (11, 1 %) | 1 (11, 1 %) | 1 (11, 1 %) | 1 (11, 1 %) |

Has the Wadazine helped you find new WADs to play?

- Yes
- No

17,6% No
82,4% Yes
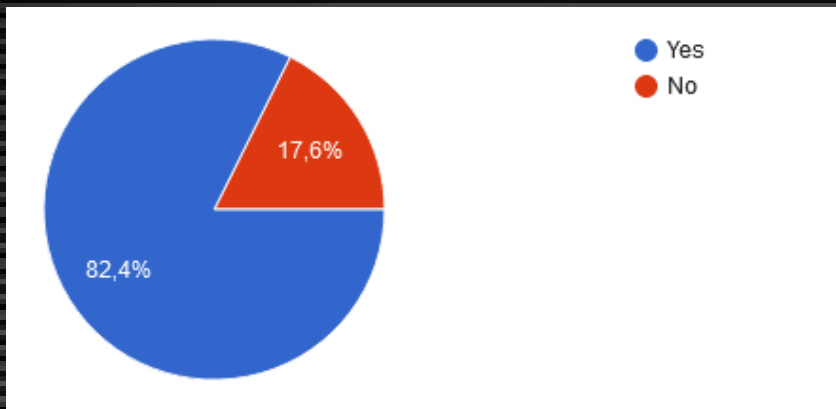
Has the Wadazine helped you learn anything new about Doom?

- Yes
- No

94,1% Yes
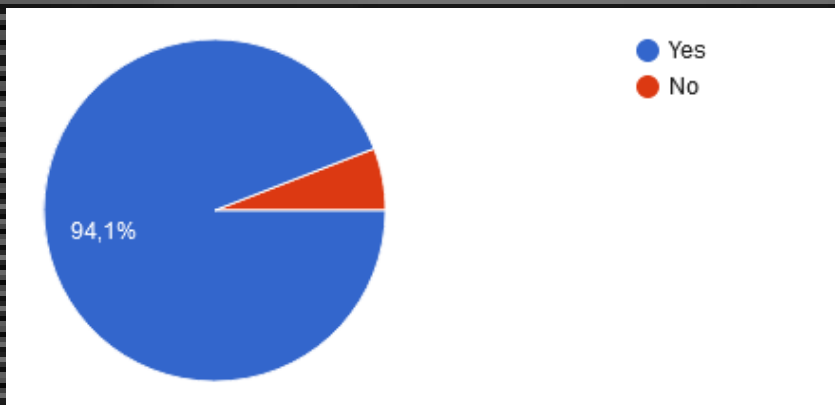
who said 'no' lmao

If the Wadazine had a physical release would you buy it?

- Yes
- No
- Maybe

29,4% Maybe
70,6% Yes
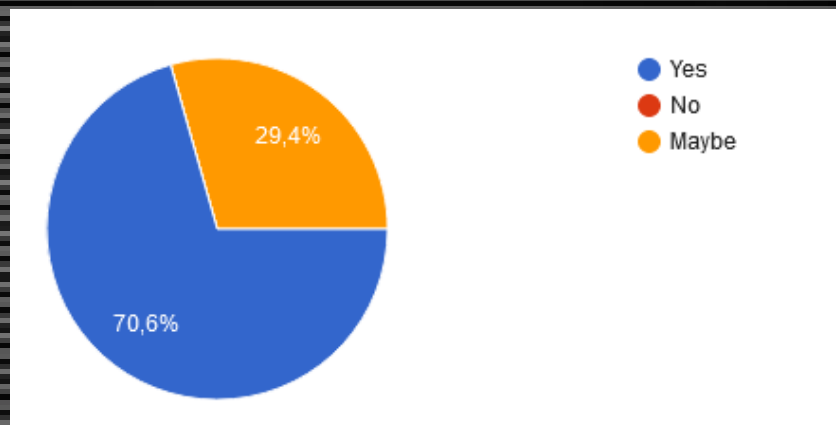
How do you rate our work between 1-5?

- 1. Mediocre.
- 2. Ordinary.
- 3. Good.
- 4. Very good.
- 5. Fantastic.

76,5% Fantastic
23,5% Very good
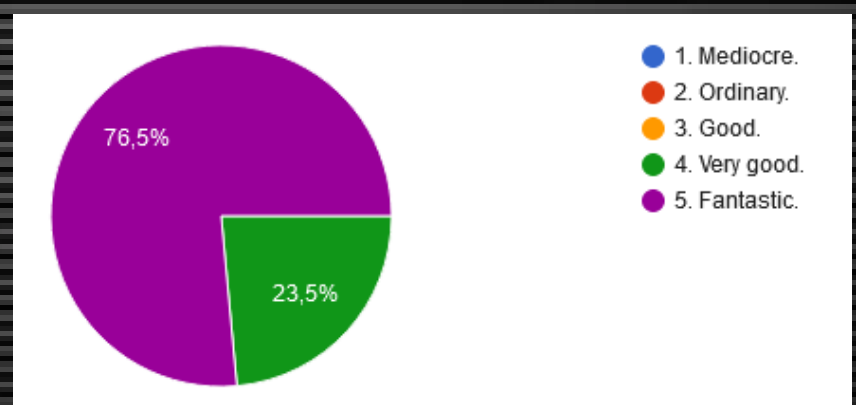
Thanks to those who voted!

HELL 2 PAY+

PERDITION'S GATE

HOW WRAITH COPORATION PUSHED THE BOUNDARIES OF THE DOOM ENGINE

By Jake "The Voice" Parr

CD-ROM

HELL TO PAY

32 New Levels
New Monsters • New Weapons
FOR DOOM II

WIZARD Works

CD-ROM **PC COMPATIBLE**

PERDITION'S GATE

32 NEW LEVELS FOR DOOM II

WIZARD Works

WHILE FPS TITLES WERE EVOLVING THROUGHOUT THE NINE-TIES, IT DIDN'T STOP AMBITIOUS AND TALENTED INDIVIDUALS FROM PUTTING OUT MORE AND MORE MAPS FOR THE LIKES OF **DOOM** AND ITS SEQUEL, RESPECTIVE-LY. THE MODDING SCENE WAS RIFE AND ACTIVE, AND WHILE IT WAS ALSO PRONE TO THE LIKES OF CASH-GRABBING, NO-NAME COMPANIES FROM COMPILING POOR-QUALITY FAN CREATIONS ONTO DISCS IN BULK FOR EASY DOSH, THERE WERE ATTEMPTS BY ID SOFTWARE TO PUSH OUT APPROVED EXPANSION PACKS UNDER THEIR WATCHFUL EYE.

NAMELY, THESE WERE FINAL **DOOM** (MADE UP OF TNT: EVILUTION BY TEAM TNT, AND THE PLUTONIA EXPERIMENT BY DARIO AND MILO

More Than Just Extra Missions

HELL 2 PAY and PERDITION'S GATE WERE ANYTHING BUT MERE MAP PACKS, THOUGH. WITH 32 MISSIONS EACH RELEASE, BOTH FEATURED HIGH-QUALITY LEVEL DESIGNS THAT BOASTED NEW TEXTURES AND MUSIC (BOTH SHARED THEIR SOUNDTRACKS WITH ONE ANOTHER). H2P TOOK IT A STEP FURTHER WITH SPRITE-SWAPPED ENEMIES WITH UNIQUE APPEARANCES AND DIFFERENT SOUND EFFECTS COMPARED TO THE USUAL STOCK SFX FROM THE ORIGINAL GAME. PLUS, IT ATTEMPTED TO PUT MORE EMPHASIS ON STORY-TELLING, TOO. OF COURSE, ALL OF THESE THINGS WERE JUST A FEW ASPECTS OF WHAT MADE THESE RELEASES SO GREAT. HOWEVER, ARGUABLY THE MOST IMPRESSIVE ASPECT OF THESE ARE HOW THEY PUSHED THE BOUNDARIES OF THE DOOM ENGINE.

NOW, FOR CLARITY, THE MAP EDITORS FOR DOOM AND DOOM II WERE (AND STILL ARE) FLEXIBLE PIECES OF KIT. BACK THEN, YOU COULD BANG OUT A LEVEL IN A WEEK OR TWO, OR EVEN LESS THAN THAT, IF YOU HAD THE KNOWHOW AND A CLEAR SENSE OF DIRECTION. NEVERTHELESS, DESPITE ITS INNOVATIVE AND VARIED FEATURES ON OFFER, NOT TO MENTION MANY TIDBITS TO HELP SPRUCE UP MISSIONS, IT STILL HAD ITS LIMITS. INVISIBLE BRIDGES, SELF-DESTRUCTING BASES, PLANETS BLOWING UP IN FRONT OF YOUR EYES, FLYING THROUGH ZERO-GRAVITY, AND ENEMIES INSTANTLY APPEARING IN SIGHT WERE BUT SOME OF THE THINGS THAT JUST COULDN'T BE PULLED OFF IN THE GAME'S MAP EDITOR THROUGH CONVENTIONAL MEANS. THERE WERE NO OPTIONS TO MAKE THESE HAPPEN BUILT IN, AND, FOR A EARLY-TO-MID-NINETIES SHOOTER, THIS ALL SOUNDS LIKE THE STUFF OF FIC-

CASALI) AND MASTER LEVELS FOR DOOM II (WHICH WERE MADE UP OF A VARIETY OF MISSIONS FROM THE MOST TALENTED MAPPERS AT THE TIME). MAP MAKERS BOB AND TOM MUSTAINE, A FATHER-AND-SON DUO, SET TO WORK ON A PERSONAL PROJECT NAMED PERDITION'S GATE IN HOPES OF HAVING IT IMPLEMENTED INTO FINAL DOOM. SADLY, THEY MISSED OUT ON THE CHANCE, SO THEY COLLABORATED WITH MAPPERS AT WRAITH CORPORATION TO GET IT DONE AND DUSTED. THE DUO WOULD ALSO WORK WITH THE TEAM ON ANOTHER 32-LEVEL MAP PACK, HELL 2 PAY. BOTH OF THESE WERE RELEASED IN 1996, AROUND THE TIME WHEN DUKE NUKEM 3D WOWED THE GAMING WORLD WITH ITS CHEESY CHARM, AND QUAKE MADE FPS FANS DROP THEIR JAWS AT THE SIGHT OF FULLY-3D VISUALS.

tion. Overly-ambitious frills that only something like the Build or Quake engine could pull off if they wanted to, right? Well, not entirely so.

Technical Wizardry

The team found crafty ways around these restrictions by turning the engine's weaknesses into strengths. Under specific circumstances, it was possible to utilise bugs and other peculiar oddities to achieve an entirely different purpose. These exploits weren't widely known at the time. In fact, when the Mustaines demonstrated some of their technical wizardry with their work-in-progress build of *Perdition's Gate* to Shawn Green at id Software (Green was their contact in regards to *Final DOOM*, and mostly worked on ports of *DOOM* to various platforms at the time), who was gobsmacked with the tricks they pulled off. He even went so far as to describe it as "impossible" -- not to the Mustaines, though!

The list of feats in both of these add-ons are quite numerous. While we may be blessed with modern technology, faster computers and heavily-modified game engine

editors like GZDoom, it is without question that what was pulled off is still nothing short of fascinating, even to this day.

Anything But Impossible

Let's use the first level of *Hell 2 Pay* as an example. Off the bat, you'll notice laser grids that block entrance to the other cells, as well as all projectiles and gunfire. These are actually doors that have no textures on them, which would normally trigger a 'hall of mirrors' effect, smearing whatever sprites and textures that are on-screen all over the place. Here, however, they are essentially invisible doors with a laser grid texture in front of them. Once you access a certain part of the map, these will open. Normally, you'll notice a visual discrepancy if you were there to see it happen, but thankfully you won't be around when it does.

After exiting the cells and entering the courtyard, you'll notice rocket ships being launched into the stratosphere. Pretty amazing stuff to marvel at, but, once again, it's all smoke and mirrors. A chunk of

geometry above each of the 'launch zones' has no textures, so it blends with the skybox. However, a rocket texture is attached beneath this. It's simply utilising a moving ceiling that can't be seen in-game to pull a texture up.

You'll trigger a script that raises the concrete floors and swaps their textures to that of the damage-inflicting slime. Meanwhile, the aqueduct walls will lower and reveal dripping slime. All of this takes place in a one-way route that you can't leave without triggering all of these events in the process.

Going Out With a Bang

Instead of a simple boss battle to round things off, what Wraith Corporation settled on for both add-ons was an exciting escape from incoming hordes of demons spawning in, albeit with a 3 minute timer counting down to total obliteration. It's not just talk, either. Take too long, and you'll end up being blown to pieces. How, you may ask? Well, it starts with a really high ceiling that takes a few minutes to reach the bottom, crushing a room full of explosive barrels beside a couple of teleporters when it finally does. The mappers also use the 'voodoo doll' glitch to their advantage, whereby placing more than one player start point creates a doppelganger. If it gets hurt, then so

Floor It!

Both add-ons use 'invisible' floors and ceilings. If the player stands above or below them at a certain angle, then they seamlessly blend into the floor or sky textures without any visual discrepancies. They're used for all sorts of neat visual tricks, like transparent bulletproof glass, and some very cool tricks involving walking in zero-gravity space or a sea of radioactive slime. Again, it looks like you're floating, but you're simply walking up and down chunks of the floor that cannot be seen in-game.

Same goes for the instantly-appearing enemies. They're actually secluded in pits with -- you guessed it! -- no wall textures, and when you cross an invisible line, the game is told "lower sector to the highest adjacent floor". The **DOOM** engine can't figure out what this means if there's nothing else nearby to lower it towards, so it does the complete opposite with no delay at all.

Perdition's Gate had a neat trick in 'Flow Control Facility', where the room overflows with nukage. One minute, it's spick and span, albeit with a stream of slime heading into the sewers via an aqueduct. After making your way through a linear passageway towards the yellow key,
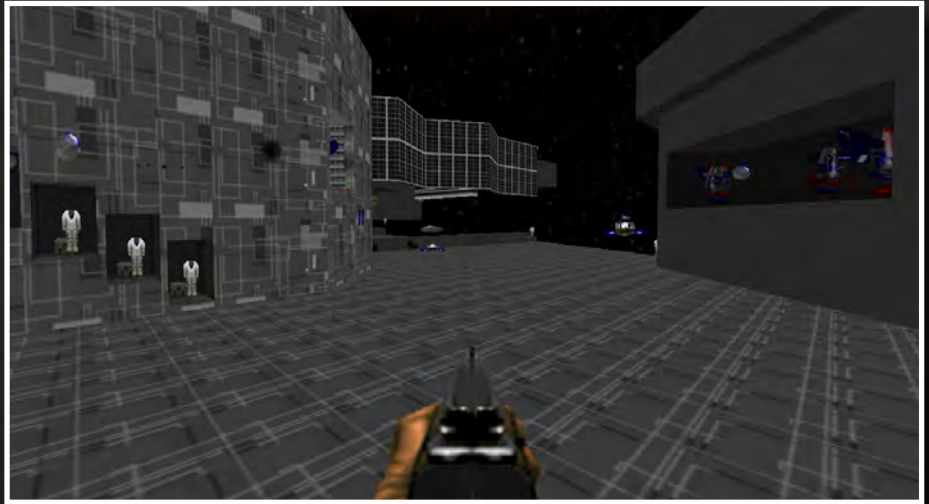
does the player. When it hits the bottom, the barrels teleport around the map, as if explosions are appearing out of nowhere, and the player's voodoo doll is blown to bits as well.

Map 32 of Hell 2 Pay also uses this neat trick to their advantage. In 'Self-Destruct', you must destroy all 4 fuses (reskinned versions of the Commander Keen Easter egg enemy -- killing all of them triggers the exit door to open) and escape before the base blows up. Voodoo dolls and explosive barrels near teleporters are also used here, but there are even panels counting down how much time is left. Once you exit the starting area, the ceiling above the room full of explosives gradually begins to lower. Meanwhile, a stack of floors positioned in front of one another are placed back-to-back, each with a number drawn on them. Each platform located around the map with the surface texture labelled '4 mins' will eventually lower, revealing another wall that says '3 mins', and so on. Since there was no way of slapping a clock or a timer on the HUD with the DOOM engine, this is easily one of the most creative workarounds.

Tell Me a Tale

Both Hell 2 Pay and Perdition's Gate frequently updated the player with small blurbs of text, unveiling a bit more about the enveloping story. The details aren't usually anything too important, but it's a nice detail that they implemented. Since the text screens that appear after certain levels in DOOM II couldn't be edited in-game at the time, the team created their own little blurbs of exposition that replace the level titles during the intermission screens.

Must-Play Experiences

Wraith Corporation's unofficial add-ons for DOOM II were nothing short of fascinating, and the same can be said about the amount of effort and creative workarounds to implement more and more features in an engine that would've been far too rigid to have even been able to pull off such things. Nevertheless, the team pulled off more than what anyone could've expected at the time, and the fact that they managed to wow some of the staff at id Software speaks volumes of their talents.

- Jake "THE VOICE" PARR

Vigor

by various authors (2021)

WANT TO TEST out your skills in a simplistic yet entertaining mapset of 20 vanilla-compatible maps? Then *Vigor* is for you. Created by a multitude of authors, part of the *Team Squonker,* this *Scythe* inspired mapset brings some nicely done layouts that are fast to finish and quick to enjoy, all with a good dose of challenging difficulty and frenetic combat, with a bit of slaughter here and there just to spicy things a litte.

Vigor makes use of classic textures combined with new copies of different WADs, creating a good balance between old and new, although, technically speaking, everything is old. Each map has a clear visual structure that takes inspiration from different sources, such as the tight and oppressive layout of *Scythe* levels, as well as a few *Plutonia-esque* level inspirations and even a bit of *Doom In Spain Only*. Despite being developed for vanilla, the good work of the authors manages to create an essence of quality and consistency, using the textures in a clean and refined way - which gives this WAD a distinct look. Vigor has a good *balance* in its use of textures; it doesn't overpower itself. Also worth mentioning are the layouts, which, for the most part, are small to medium in size, with a few big guys in there and thereabouts. The maps tend to be fast and concise, without being too challenging or confusing, combining good visuals with a palpable structure.

The gameplay in its natural state of Ultra-Violence can be somewhat challenging. Enemies are dense and challenges are high. If you're looking for something a little more gentle, I highly recommend lowering the difficulty, as the WAD becomes relatively punishing on some maps. Personally, I'm not a big fan of the slaughter genre, and this megawad contains a few issues that, despite not being to my general liking, manage to be welcoming enough to keep me from despairing. The combat is extremely fast and constant, forcing you to use your best tactics, combining a good sense of atmosphere and quick thinking. On the other hand, my biggest complaint has to do with the excessive use of

arch-viles in tight areas, and the use of the *Scythe Marine*, one of the worst custom monsters in my opinion. While the emergence of this enemy can be somewhat annoying, fortunately, the maps are solid enough in themselves to avoid being ruined by this decision.

Vigor is a collection of fascinating and challenging maps. They look good in every way, reaching excellent vanilla standards and blending a good set of textures under solid architectural designs. The gameplay is quite hot at times, but the balance of skill levels makes it a well-designed and engaging adventure for those looking to increase their **Doom** skill level.
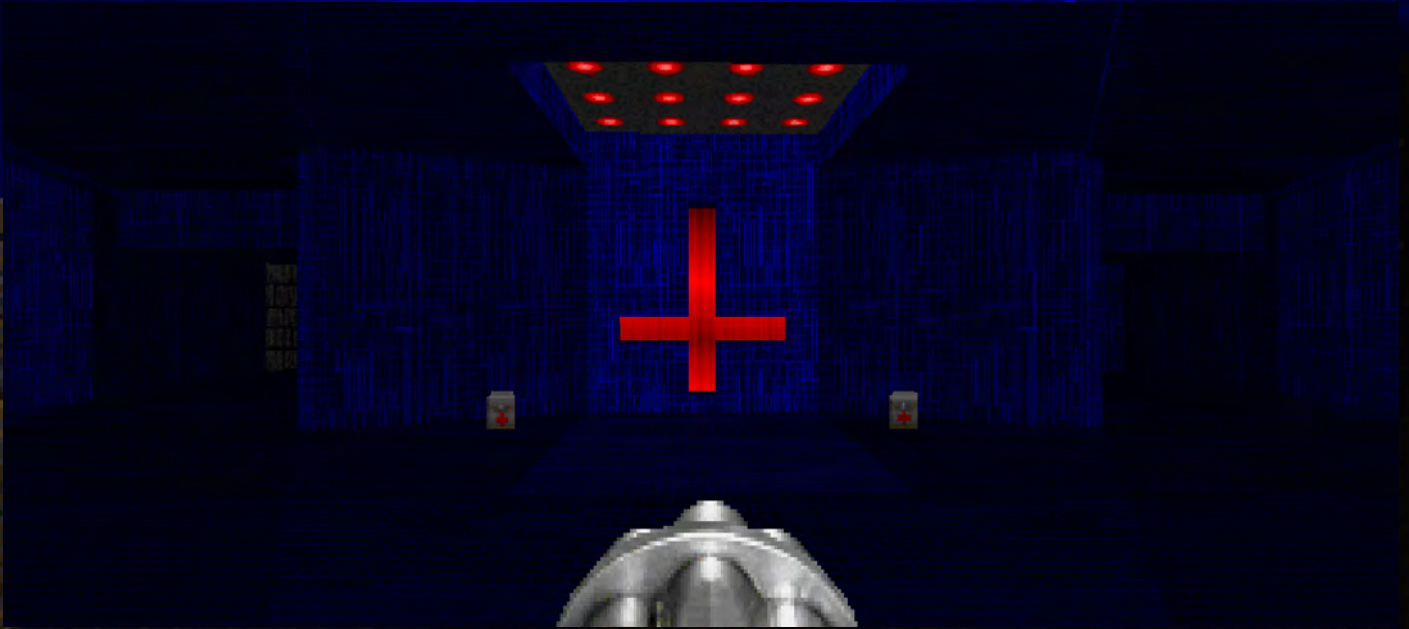
– Endless
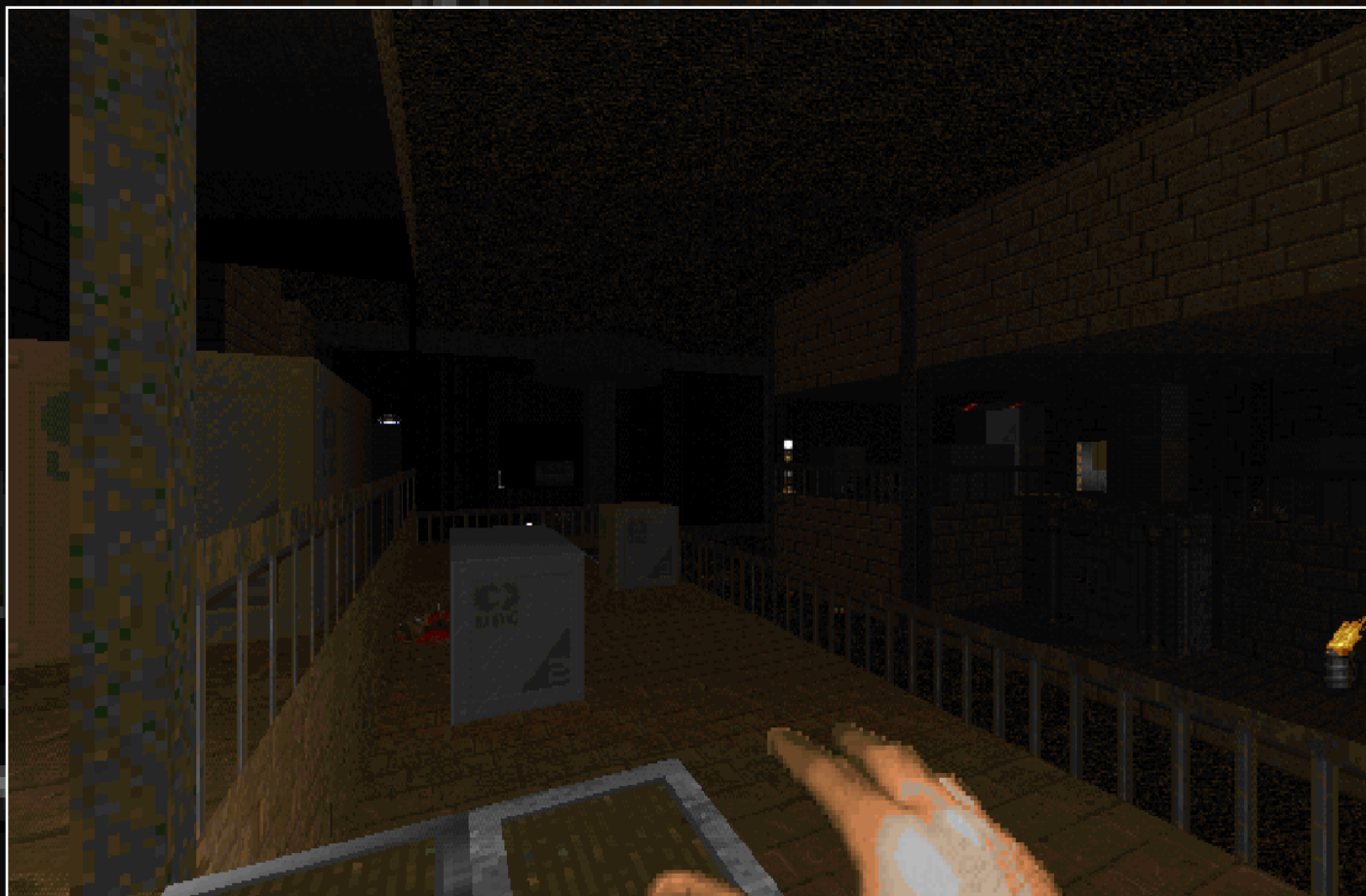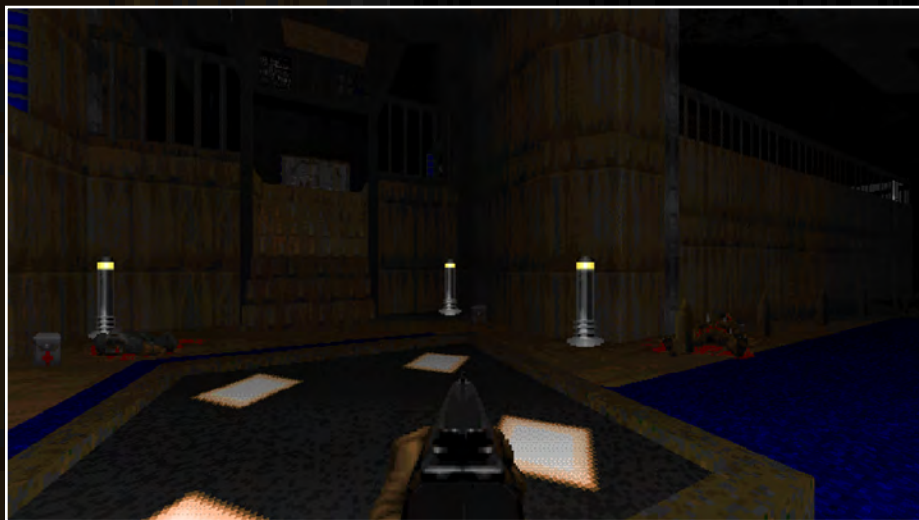
warglaive

WAD by EANB (2021)
Review by Eric Claus

I always end up landing on *EANB's* work, and why not? *EANB* takes the *Scythe*-style and continuously delivers, and each new wad feels better composed than the last. Released in October of 2021 this one is another shorter WAD consisting of 8 maps for your enjoyment taking up maps 1-7 and 31 for the secret exit on map 7. This is another Vanilla limit removing so you can use *Crispy Doom, DSDA/PRBoom+* on *complevel 2* etc to play this WAD, nothing fancy really needed. While designed with pistol starts in mind *EANB* of course encourages you to play how you like and different difficulty levels are supported. So go ahead and pop this weapon name WAD into your port of choice and get ready for another ladder of challenge.

Scythe-like maps don't generally tend to be super fancy in terms of textures but that doesn't mean they are visually boring, and everything looks well composed. Some custom textures are used in this wad which look nice and are placed well to

look good. One texture I liked was the black liquid (oily water or something?) that was used quite a bit to really hammer in an industrial feel. As the maps progress the aesthetic starts to mix until by the end you are staring at a castle and all the industrial stuff has faded into pure fantasy which is just wonderful.

Now while there isn't any new music the maps use *TNT* midis and so you are not deprived of good music.

Map design has always felt right on *EANB's* maps and *WarGlaive* is no exception. Map layout is nice and clean with each feeling it is shaped to challenge the player in any given encounter. The levels open and guide the player nicely with excellent use of shifting walls, closets, and elevators to make the map unfold. The traps of *WarGlaive* are well placed and utilized with some fun tricks to mess with you so keep your wits about you and get ready to be surprised.

Combat is key to *Scythe-like*s as each of the maps is relatively small the combat is what really defines

them. You will not be disappointed in this regard. Each encounter feels well-choreographed, and you get the feeling that if you solve the *"puzzle"* it becomes easier to deal with a given encounter saving resources that you can carry into the next one that could be vital to your success. You are not starved for resources, but careful use is rewarded and finding and utilizing the secrets will give you a key edge in an encounter or much needed breathing room if you mess up a bit. UV will challenge you as you progress through the levels, so be ready if you are not a super good **Doo**m player for some pain, that said, difficulties are supported so you can dial in to what you are comfortable with.

I was happy with *WarGlaive* and I recommend everybody gives it a play if brutal but rewarding combat is your thing. Nice clean visuals, nasty monster traps, brutal but clever combat, and working hard to complete each level on your terms without too much map to chew through if you just want to give it a couple of hours of play. Long live *Scythe!*

- ERIC CLAUS

Blackness

Samuel Villarreal kicked off his career with two sizable releases. *DSV* was a megaWAD that could be played back in each of the then-popular source ports. A sizable portion of its levels were based on **Doom 64** maps, ever near and dear to *Kaiser's* heart. *Blackness* was released at the exact same time in 2000 and appears to have been intended for a bigger run.

This second installment of the *DSV* series, however, only came out to a five-level hub with a final boss map. The author described it as "abandoned" and a parody of **Hexen**. I can agree with the first statement but I doubt whether it was initially intended to satirize or poke fun at **Hexen**. If so, then it would be amusing considering how much of **Hexen** is woven into **Doom 64's** DNA. This set was explicitly designed for *ZDoom;* owing to its relatively

early place in the port's history, it is not compatible with later versions of *(G)ZDoom*. Jumping is absolutely required.

Kaiser begs off any sort of in-depth plot. In *DSV*, you fought off an invasion by the titular antagonist, taking a portal to its mysterious, medieval homeworld. It turns out that it was just a servant of a greater power named *Stealfka* (*Villarreal's* pre-*Kaiser* handle). You think that this is also Stealfka's homeworld, but *Kaiser's* .TXT for BLKNS implies that you are actually in the past.

Whatever the case, you enter a castle and find a bunch of monsters in stasis, including *Stealfka*. Once you explore the keep a bunch of thugs appear, after which most of the monsters are released from their prisons, with *Stealfka* nowhere to be found. It's almost played like you trespassing in the magical menagerie inadvertently allows *DSV's* remnants to break its master free.

So. *Blackness* was developed for, say, *ZDoom v1.22* or *v1.23b*. I've talked about this with *Virgil the DOOM Poet's Lost Seraphim* but
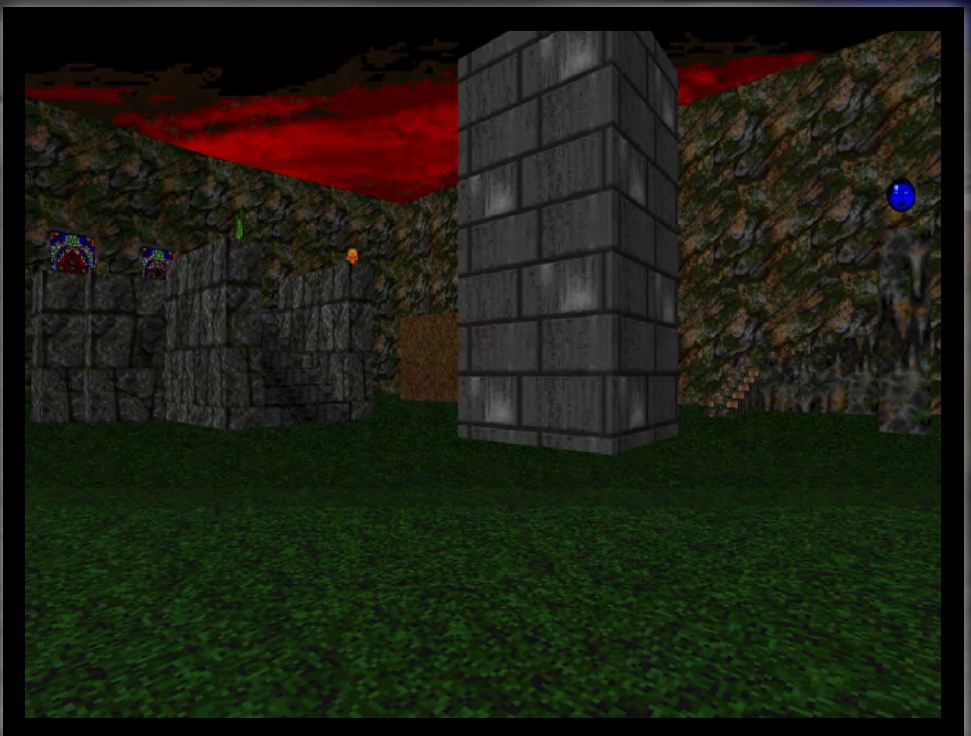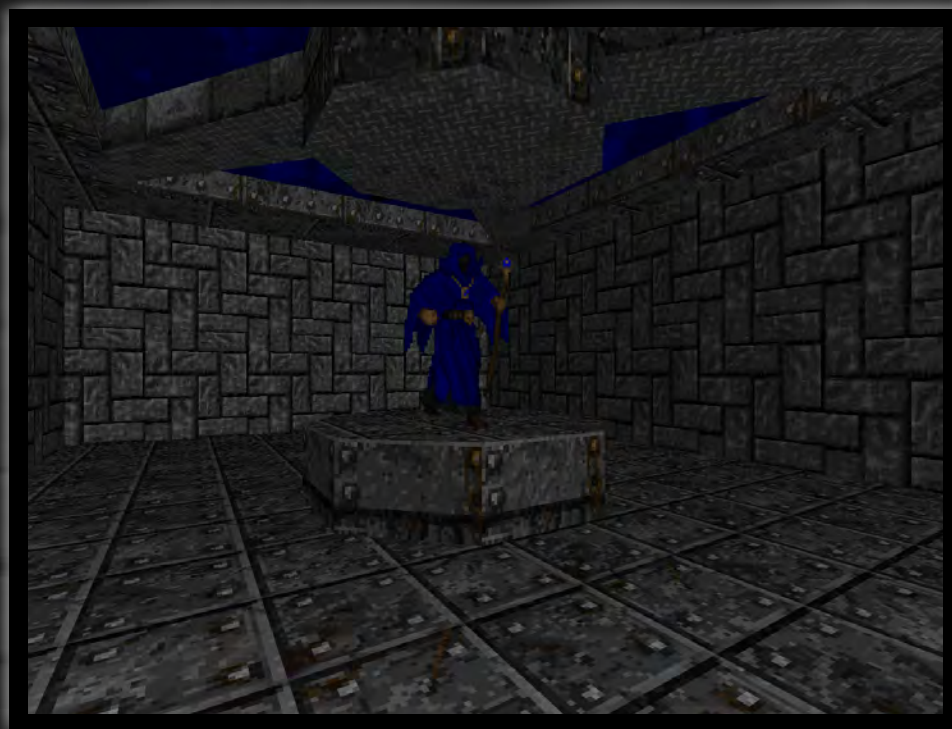
some of *ZDoom's* core behaviors have changed since 1999-2000 with no concern for deprecating older WADs. This set suffers from at least one game-breaking bug when played back in "modern" *ZDoom*. The major issue crops up in *"The Temple"* (MAP04) where the player is blocked by lines that would normally be passable, dead-ending progression. I think that the setup may have been related to the nearby over/under bridges but do not care enough to sleuth out the particulars of the behavior. If you're playing on a more recent version of *Windows* then you'll need to run *ZDoom v1.22* in a compatibility mode. There is another, more glaring issue that appears to be unrelated to playing it back in an older version of *ZDoom*, namely that *Kaiser* apparently forgot to code the MAPINFO to treat the minisode as a hub! This is easily enough fixed in something like *SLADE* by adding the word "hub" after "clusterdef1" in the MAPINFO lump. It could be that there is an even older version of *ZDoom* that *Villarreal* built this for that simply understood all clusters as hubs, but the manual correction easily solves the issue.

With housekeeping out of the way, there is some superficial overlap between *Blackness, DSV,* and contemporary megaWADs *Herian* and *Herian 2. Kaiser* uses two primary sources of inspiration for BLKNS. **Hexen** is the origin of the look of the hub, clearly a knock-off of *"The Seven Portals"* (MAP02). This informs the aesthetic of the rest of the set, which (like the *Herian* series) uses a combination of *Hexen's* and *Heretic's* resources not only as wall-papering but also to replace all of the weapons and most of the monsters. To be clear, none of the beasties or armaments were subject to mechanical changes, unless you count *ZDoom's* lovely stealth flag. Both *Ian Wilson* and *Kaiser* used commercial levels as a blueprint for some of their maps. Ian was more freewheeling in the games that he drew from but

Hexen numbered among them. Here, Villarreal continues his Doom 64 love letters with three more - "Breakdown" (MAP20), "Unholy Temple" (MAP23), and "Dark Entries" (MAP15).

For those who are interested, we are still a long way from the careful renderings that the author would later undertake in the Absolution TC. Never mind that the player both enters and exits each level through several different avenues while progressing through the hub, further breaking up any semblance to the originals. Villarreal's level design consists of very rough approximations

of the originals with large design deviations. Some are thematic echoes, like the revenant spitfire shooters in *"Dark Entries"* (MAP05). Others are more geometric in nature, like the *"Entryway"*-style triangular platform rise in the same level where the original had a regular staircase and a tiered, triangular roof. The layouts are still quite recognizable when looking at **Doom 64's** and the derivations side-by-side.

The hub execution is similar to **Hexen** but much simpler. There are five portals - not six - and the author does

a fairly decent job of dumping you near your next objective, particularly when it comes to non-door points like the red skull key and fire mask. The most confusing leg of the journey begins on your return to "Dark Entries" and after jumping up into the reservoir-like room at the top of the triangular runway. The trip leads you to a demon-infested underwater morass, an unmarked maze with a subtle exit to a previously-sealed portion of "The Temple" (MAP04). It isn't immediately apparent what the switch in the adjacent room does but you can figure it out by the process of elimination, provided that you have a decent memory.
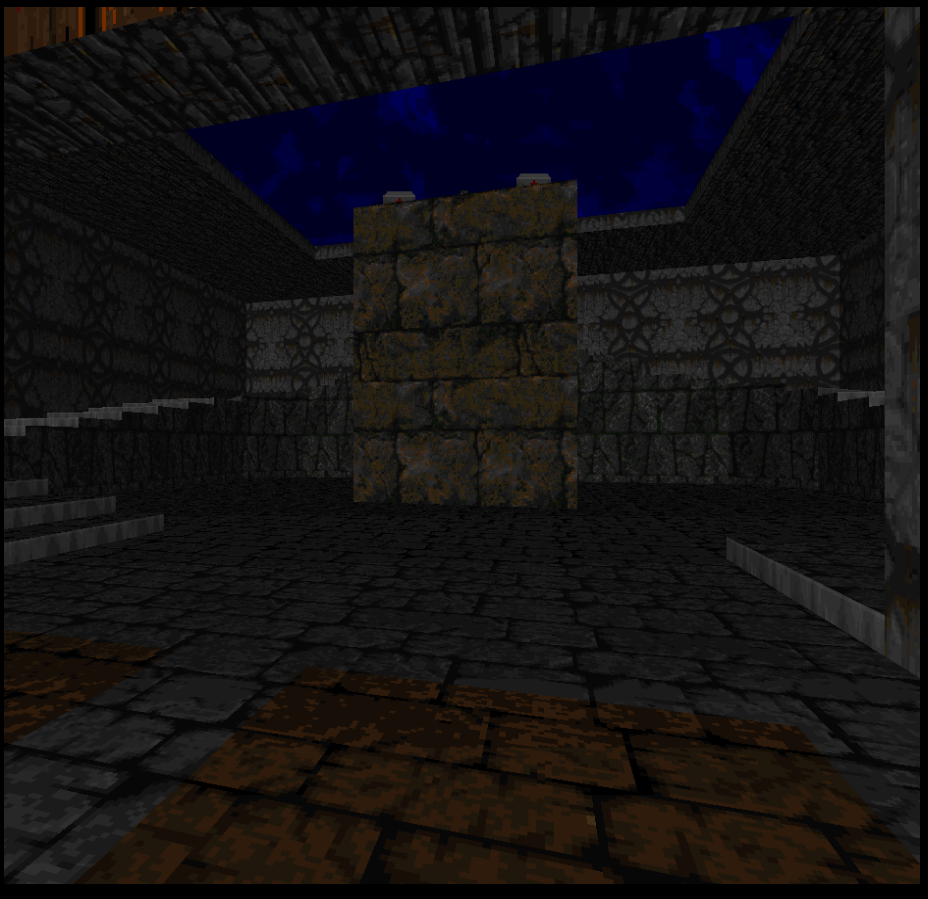
My least favorite bit here is the keycode sequence in *"The Temple"*, itself an homage to the barcode puzzle in the original *"Unholy Temple"*. As far as I can tell, there is no hint in the set as to what the correct pattern is, made even worse by it being a four-number passcode with ten possibilities for each digit. The good news is that the correct code is insultingly simple for such a complex setup; each "digit" is the exact same. Unfortunately, you would catch Hell trying to figure this out on your own as - until the puzzle is solved and you snag the fire mask - an endless

Honorable mention to *"The Tomb"* (MAP06) with its network of commando-staffed boxes and imps ripe for BFG slaughter. The rest of the combat tends toward monotypical packs of monsters, which I guess was also fairly standard for **Hexen** as a whole. I did like the waterfall cave full of imps in *"Valley of Wastelands"* (MAP02), playing to the layout's strengths. I could have done without the underwater, demon-ridden labyrinth in the teleporter annex of *"Breakdown"*, however.

I don't have a great idea yet as to how *Kaiser's* style morphed from *DSV* to the elegant level design seen in, say, *Doom 64: The Lost Levels*. It's interesting to think that, fourteen years later, he would go on to publish a highly-polished proper **Hexen** hub - *Shadows of Chronos*. I would hazard that his architecture is an improvement over *DSV*, at least when he's borrowing from **Doom 64's** ideas. There is nothing impressive in *"Awakening"* beyond the author showing off some *ZDoom* features like, well, polyobjects! Apparently, the swinging doors are kind of buggy but I only got stuck in one once during my playthrough, and that was after having finished the set. *Kaiser* also uses scripting to breathe some life into *Doom's* typically static geometry, whether it's collapsing floors and platforms or a *"Main Engineering"*-style machine that transfers the red key to a different map.

Blackness is historically notable as an extension of *Kaiser's* run-on transposing **Doom 64** levels to **Doom II** and the **Hexen** aesthetic switches things up a bit. If you are at all a fan of the **Heretic/Hexen/ Doom** mashup style then you may well want to give this hub a shot. The average player will probably get bogged down in its admittedly less confusing switch-fu and probably give up in a frothing rage at the lock-in keycode puzzle.

parade of lost souls beams into the room with you. Also, you can't leave until you've solved the puzzle, and *Kaiser* didn't script in some kind of message to let you know when you got the correct sequence. The door just... silently opens as long as the code is in place.

The other thing that bemuses me is *Kaiser's* multi-switch unlocks. *Temple of the Lizard Men III* had this same issue: small rooms where you have three, sometimes four switches to press before "sequence complete" and a door opens. Is this sort of thing in deference to the multi-switch triggers in **Quake?** It's not a compelling feature, especially when there isn't anything interesting to deal with outside of the very first one in *"Awakening"* (MAP01) with the fireball obstacle course. Even more tiresome is a staircase in *"Dark Entries"* that has to be built, step by step, with the push of the same gargoyle switch. *Hooray.*

If you're not into dungeon crawlers, then good news! *Blackness's* combat is considerably more interesting than **Hexen's** insofar as everything behaves like a **Doom II** monster or weapon. The start is kind of hairy as you have to do a ton of work with the pistol equivalent, all the way up through your first trip to *"Breakdown"* (MAP03). Stuff gets considerably nicer at that point as you can get the chaingun right before you enter MAP03 and snag the chainsaw-like on your way out. The super shotgun equivalent is easy to miss in *"The Temple"* as it's overshadowed by a regular armor on the same square. Combat is also simpler for a **Doom II** adventure as many of the more complex monsters are *Sir Not Appearing In This WAD*, those being the mancubus, arachnotron, pain elemental, and arch-vile.
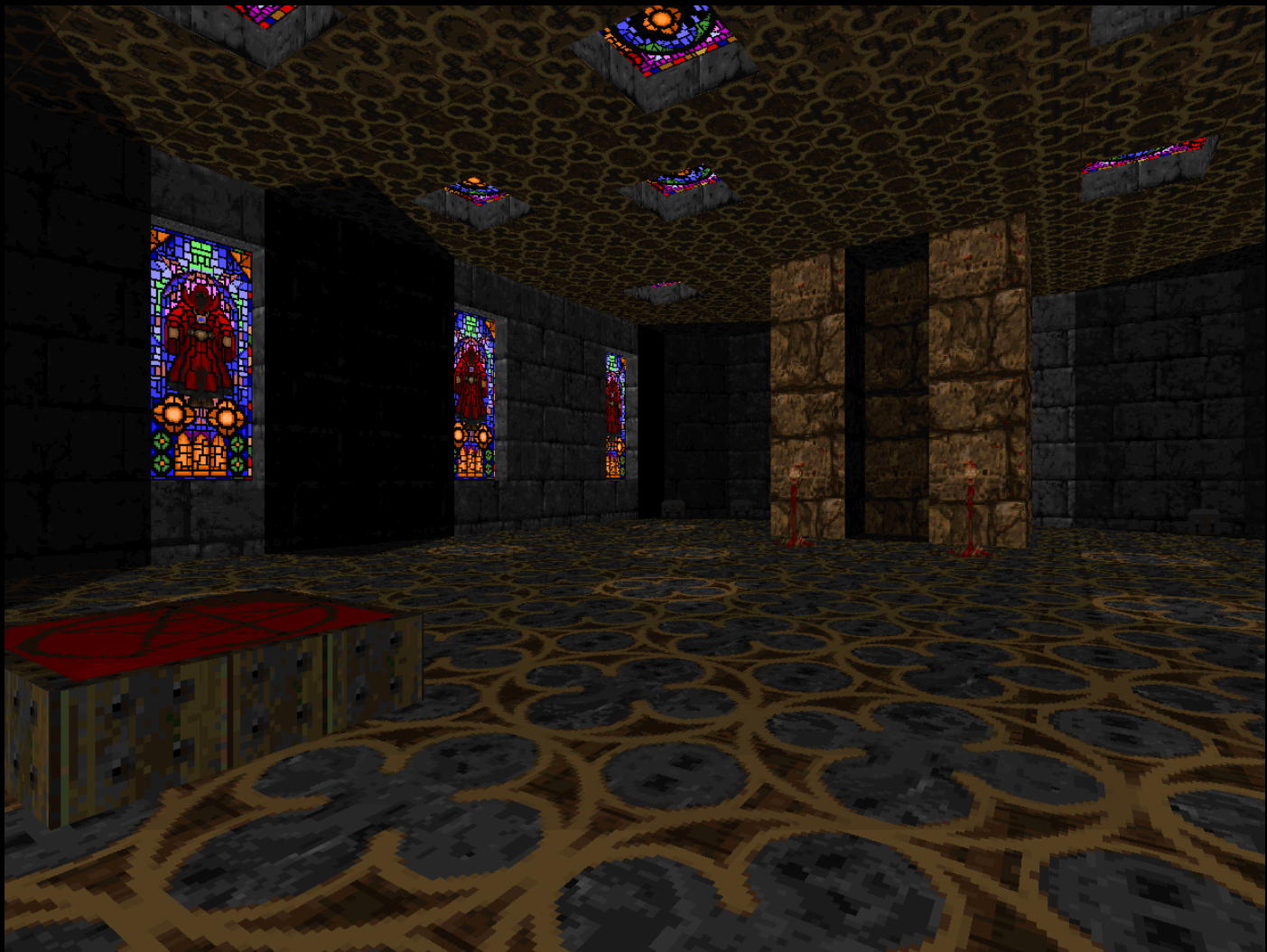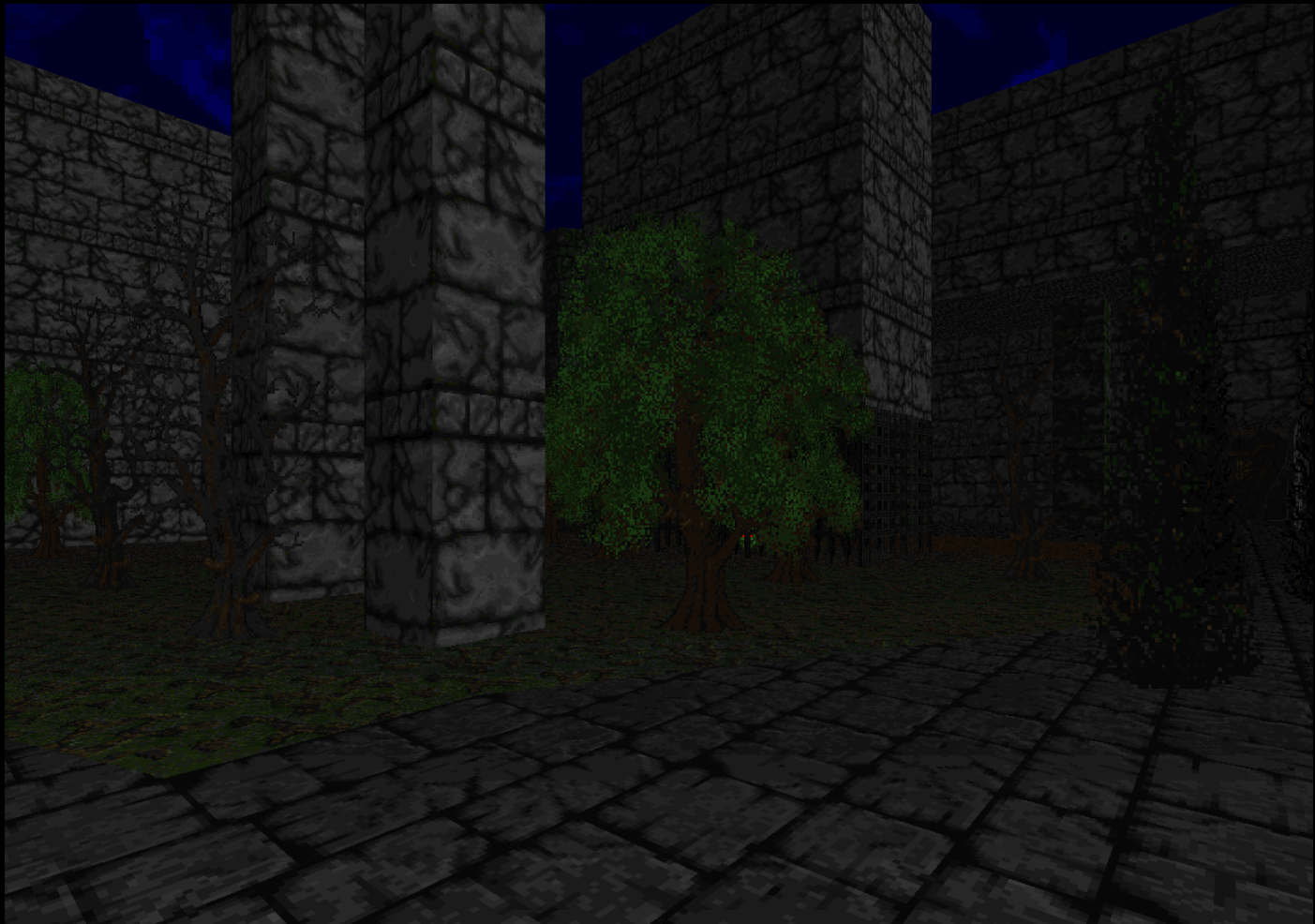
I did get at least two relatively complex fight setups out of the whole deal. The western chamber of *"Dark Entries"* has a lot going on for it between the chain mesh fences, roaming lost souls, Baron on the ground floor, and tiered steps sporting chaingunners and revenants.

- KMXEXXI

The year 2012 is probably best known for the release of Doom: The Way Id Did. However, it was also the same year which Daniel Jakobsson released a followup to his almost hilariously difficult 4-map wad Combat Shock called Combat Shock 2. Three years before danne went on to Sunlust and immortality, Combat Shock 2 would gain at least some of the accolades that were denied to its predecessor and receive a Cacoward. Hard as it might be to believe, its quality manages to surpass Combat Shock 1.

COMBAT SHOCK 2

by Daniel «dannebubinga» Jakobsson, October 2012

Not like it's particularly clear from the first few maps when you're traveling through some gorgeously rendered jungle bases. Despite said maps having respectable difficulty, Combat Shock's brutality only becomes clear when you reach the gladiatorial arena at the end of Map 03 «Hone Gumi», an utterly apocalyptic encounter of Cyberdemons and massive amounts of pinkies whilst with Imps and Barons toss their demonic nachos your way. But the true menace lies behind the door at the other end, where you're greeted by an annihilation of Revenants shooting homing rockets that take all your skill to combat.

But if that fight gave you pause, you definitely won't want to play past here. While the fights on subsequent maps don't seem initially as dedicated into destroying the player, the brutality hardly decreases as you move into an industrial environment with curious orange band along some of the walls which practically scream «think you can handle this?» While some rooms are quite large, they never quite reach the grand scale present in Combat Shock. This ends in Map 05, Boiling Point in a circular room with another gobsmacking amount of Revenants that you can actually largely avoid to a point because of how easily they get stuck.

Map 06, Closure is easily the most dangerous. Taking you to a hell environment with some sense of industrial vibes at certain points, this is easily the hardest map in the set despite having less monsters than Boiling Point. The start displays uncomfortable reminders of No Chance and Dark Dome from Alien Vendetta with the way you're surrounded with stronger monsters immediately. While you're eventually able to leave, the misery doesn't really slacken to a noticeable degree, culminating in a massively ridiculous fight involving half a dozen Cyberdemons near the red key door. This is definitely among the trickiest situations here since killing them all will require some strong ammo conservation skills. The following huge fight seem almost quaint, at least until you reach the exit and you're confronted by a fairly large pack of Arch-viles that won't hesitate to resurrect the massive chaingunner group here and destroy you.

As a reward for all this suffering, danne provides a bonus map at the end completely different from the slaughter paradigm besides the chaotic parking garage finale that provides one last nasty surprise at the moment you think you killed everything that still manages to be sadistic enough to tell you who made it.

There are many challenging, nail-biting and interesting fights to be found earlier in Daniel's career. While Combat Shock 2 has a lesser emphasis on scale than its predecessor, the fights have a greater degree of polish and deadliness. When Sunlust came along, danne would finally combine both the Sunder-esque archtectural elaboration and grand scale of Combat Shock 1 with the heavier focus on strategy and much more purposeful enemy placement of Combat Shock 2. Well worth the time of any slaughter fan.

by LadyMistDragon

BEYOND REVIVAL

WAD by Fiend (2010)
Review by Endless

If you've never been a big fan of the clunkiness and issues of classic styled WADs from the 90s or early 2000s, but still enjoyed the concept and charismatic feel, then you might as well love this absolute beast of a great example of how to make a classic-feel WAD with modern capabilities and precise design. *Beyond Revival* makes honor by resurrecting the old-school style with new-school glory, all in one single shade that works wonders.

7 maps designed for **Doom 2,** *boom-compatible* and released with a glorious idea: revive what lies dead!

Oh well, I think so. In this case we have 7 maps that follow a detailed, comprehensive and cohesive design philosophy. The maps are made to evoke a style that is passable; the layouts are simple to understand, but they don't fall into mediocrity either and possess a certain depth that gives them a touch of complexity that is quite acceptable. The paths are evolutionary and the combat is coupled with it. The visuals are, from every point of view, incredible, considering that this is *boom,* we can see that the limits were pushed to create that unique style that *Beyond Revival* manages to capture, incredibly well! From transparency effects, gradual lighting and complex architecture. Each map leaves a good taste in your mouth thanks to its sweet, gentle and entertaining style. The best thing is that we can play all 7 maps from start to finish, and we will gradually begin to memorize the styles and identity of each map thanks to the fact that each of them has a unique style and touch, giving them a vivid personality. The maps cross a large gallery of styles; from classic techbases, to subway areas that remind me of *Alien Vendetta,* or bases corrupted by the forces of Hell. They look great in every way and in every style.

It's a pity that in terms of custom aspects, we only have a few new textures. There is no new status bar, nor new music, but still, I think this is not something to regret, since at least it gives us the option to choose our own music (if we play with *GZDoom*) and status bar.

The gameplay goes hand in hand with the map design, pleasantly complementing the style of the WAD
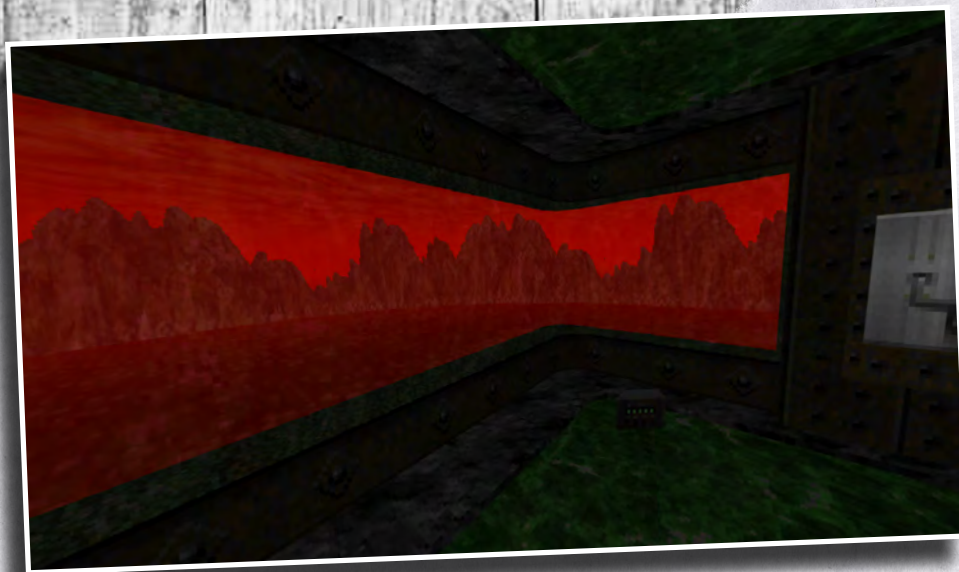
itself. Combat is traditional for the most part, creating combat based on surprise encounters, traps and enemies waiting in areas. With a few stylistic adjustments, it manages to create different fights with a freshness that is appreciated by those looking for a more intense but dynamic combat, without having to fall into holes of extreme imbalance or simply archaic encounters. Certain maps change things up by creating more different and unique encounters, particularly MAP07, which creates a zone exploration design, where we must go exploring and clearing areas until we unlock the exit. A very pleasant way to finish a set, which, in itself, is already pleasant to play.

Beyond Revival turns vanilla around and fills it with great new boom techniques that manage to complement each other under a great style. It's fast, intense and engaging to die for, full of cool details and juicy gameplay that I thoroughly enjoyed. The maps are long but don't feel over-stretched, and I really enjoyed every second of it. It took me about an hour to complete the entire set, so if you're looking for an hour of great entertainment, don't pass on this WAD!

ALTAR OF EVIL

a simpler, more modest philosophy. It seeks to achieve good quality and graphic fidelity, but always keeping its feet on the ground. The structure and design of the level is great, superb, but it's neither harassing nor tiring for the eyes. On the contrary, I think it manages to strike the perfect balance where it delivers as much detail as possible, while maintaining a certain simplicity.
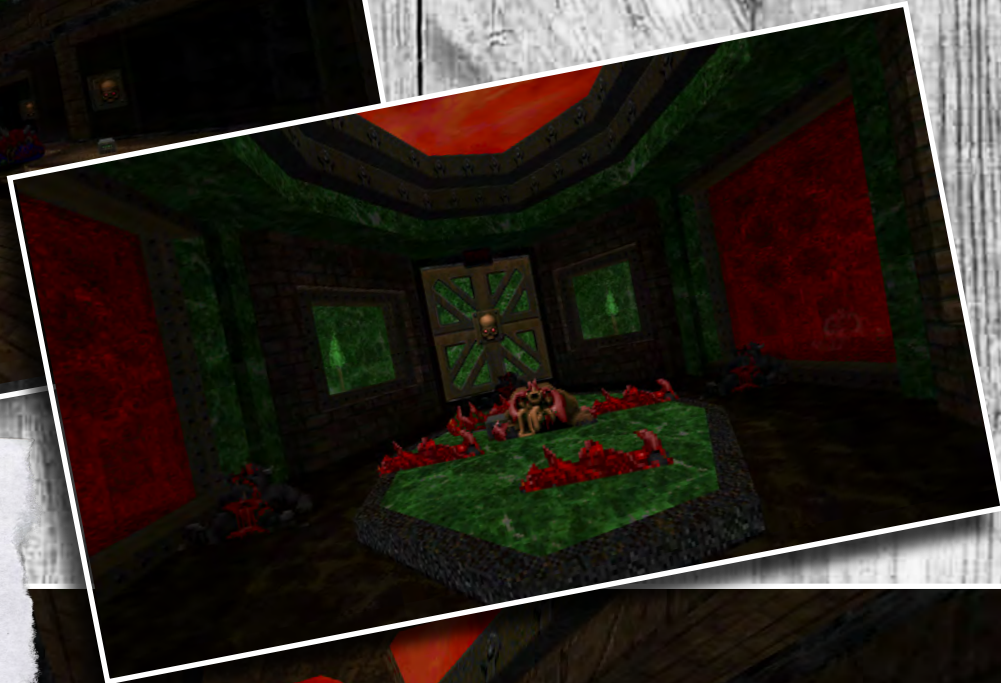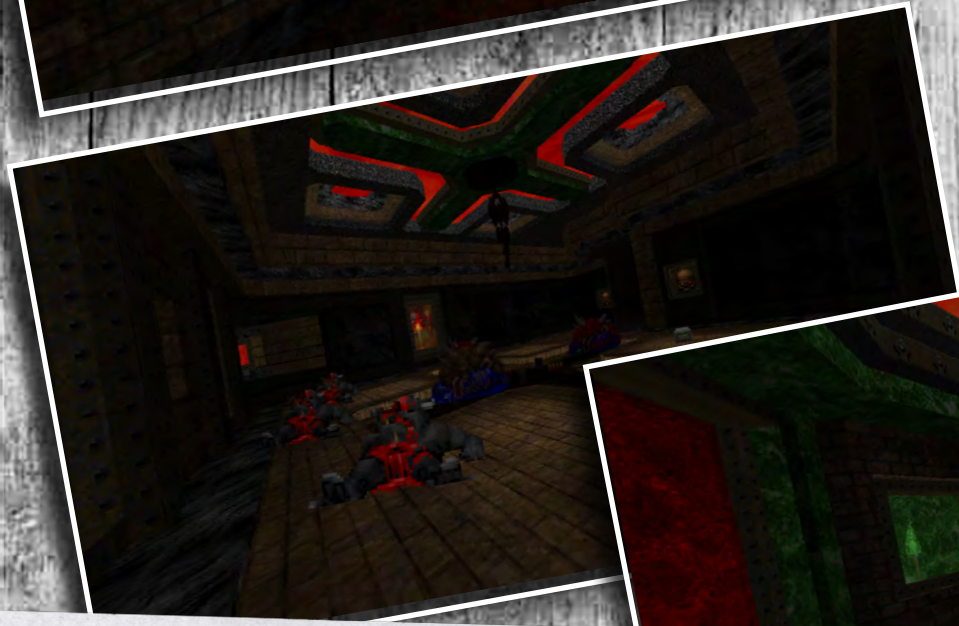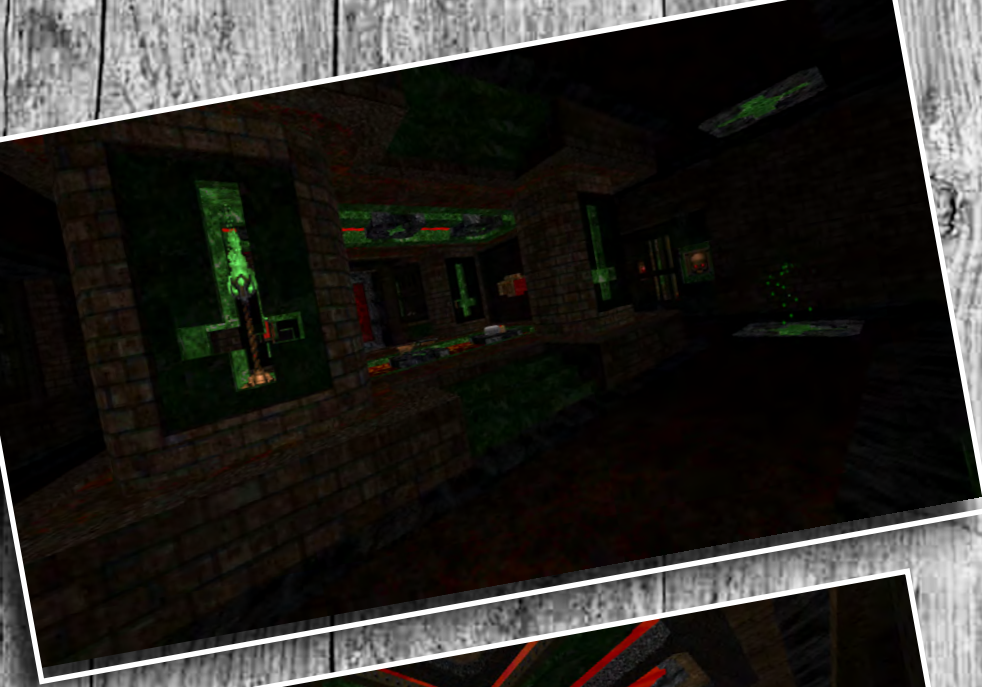
The use of dark and obfuscated colors creates a heavy, dramatic and gothic atmosphere. Darkness is key as we move through this hellish structure, but our eyes will not be disturbed with pitch black. On the contrary, the color management is exquisite; it creates a well-defined focus that quickly establishes the map's theatrical theme. The new textures give it a quite appreciable and unique touch, which makes the map feel quite alive, passionate, and intense. All thanks to the excellent color management, which produces an effect that is comparable to watching a great horror movie with great cinematography. In this case, you could say that *Altar of Evil* has beautiful cinematography.

Speaking of new textures, this map also has new and varied assets, such as sounds and monsters! The use of customization just helps to revive that gloomy and gothic atmosphere, giving even more life to the map.

The new enemies will be something you will quickly notice. This map has a traditional gameplay style reminiscent of *Thy Flesh Consumed*. While it doesn't use large numbers of enemies to drown you in numbers, it utilizes strong and complex enemies in well-developed areas, creating encounters that are memorable and challenging all in one. The new enemies are not simple re-skins, but bring with them new tactics and moves that will force you to reveal your knowledge and create new strategies. The addition of this new gallery of demons is one that makes Altar of Evil a challenging

WAD BY RONALD LUBBELINKHOF AKA DUTCH DEVIL (2005)

REVIEW BY ENDLESS

You enter a fortified palace in the gorge of Hell. The scent of flesh and blood permeates your senses. The gunpowder stings your fingers. You hear the crunch of bones beneath your feet, and the screech of steel in the distance. You ready your shotgun and load the shells. You open the door and there... you see it. *The Altar of Evil.*

This is a great single-level WAD for **Doom 2,** designed, as you can imagine from the name, around a gothic and wicked theme, squeezing evil quality through every corner. Thanks to an excellent use of detail and *GZDoom* tricks - this map looks so good. It has a quality that is as palpable as it is enigmatic, demonstrating that detail is possible without the need to drown the computer in too many colors or nearly impossible geometry. In this sense, one could say that *Altar of Evil* follows

ALTAR
of
EVIL

new gallery of demons is one that makes *Altar of Evil* a challenging yet satisfying example, making each combat as epic as the last from start to finish.

Altar of Evil is an epic map in every sense of the word. It possesses qualities that are incredible to appreciate, and utilizes *GZDoom's* new tricks in a subtle way, which keeps the immersive feeling steady. This is a great map that, despite its size, won't take you thousands of tries to finish. And considering that it's quite old already, I was quite impressed with how well it still holds up. The superb quality won the test of time. If you are looking for a great hellish experience through gothic fortresses, this is the map for you. Play it right now for a great and beautiful challenge!
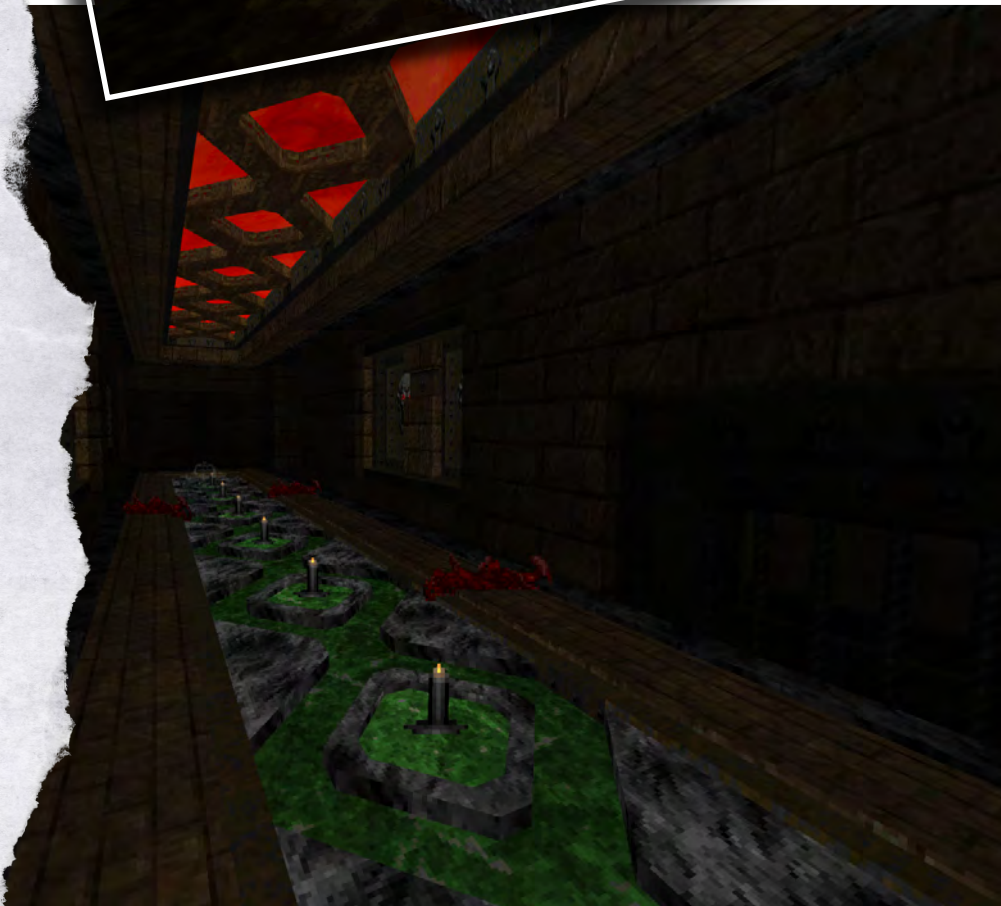
– Endless

DOOM II
THE WAY ID DID

WAD by Various (2013)
Review by LadyMistDragon

After the mass success of *Doom: Way Id Did* (to the extent that spinoffs of the project would continue to be released for the next five years, not to mention the release of *Ultimate: The Way Id Did in 2018*), it was quite inevitable a follow-up more inspired by **Doom II** would emerge. Despite not gathering as many participants, it arguably became more celebrated than its predecessor if anything, since a large portion of the **Doom** community vocally can not embrace the limitations of the **Doom** IWAD.

Much of this is due to the core of the *BTSX* crew (yeah, it's really their wad) going above and beyond to make maps that not just feel like they came from 1994 but also like maps *John Romero, Sandy Petersen,* and *American McGee* would make it they had more time. While the original **Doom II** contained at least two maps widely regarded by much of the **Doom** community as sloppy non-entities (*The Factory* and *Nirvana*) no map in *D2:twID* feels undercooked, as Map 12's replacement *"The Shipyard"* can attest to. Consisting of a simple but highly effective layout, there are no oddly out-of-place locations in this map!

And that's just for starters. Whereas most of the city maps in **Doom II** were derided as butt-ugly, as well as bearing no actual resemblance to real-life cities, *Doom 2: The Way Id Did* manages to approximate said cities much closer. While *Doomcute* is basically nonexistent and abstraction is still the predominant tendency here, sectors no longer feel as if they were slapped together clumsily, this time forming some semi-realistic spaces. Hell, Map 15 almost has the shape of a more realistic *Downtown* from **Doom II!** At the same time, the transition to Hell spaces also feels considerably more smooth and natural than in **Doom II,** where after one corrupted space, you were suddenly in Hell!
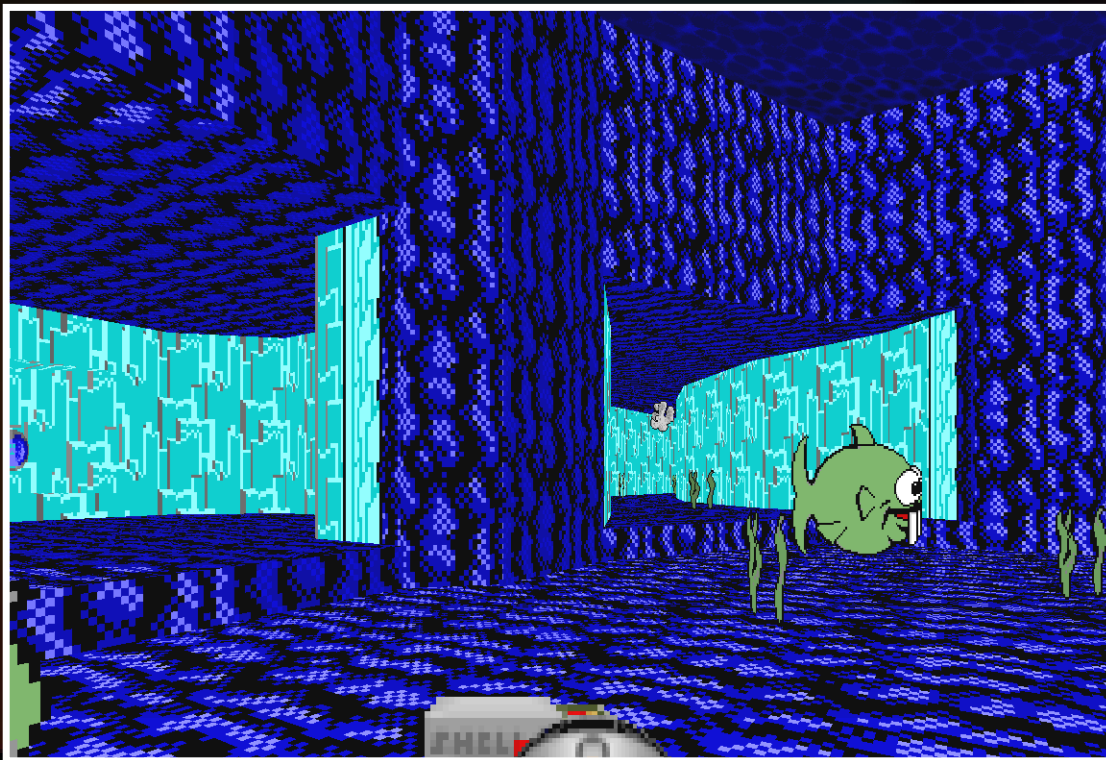
Elsewhere, the various takes on the **Doom II** format provide some solid classic fun, with Esselfortium sliding her own prediliction for creating vast and open, yet strongly-detailed spaces smoothly into her various emulations of *John Romero* and *Sandy Petersen,* *Richard "Tarnsman" Frei* turning out a shocking amount of solid maps including an awesomely kinetic Map 07 replacement, *Pavera* providing largely easy and cool maps, with the crowning achievement being his Map 11 replacement, *"The Garrison,"* containing a pair of security towers and enemies firing from everywhere, ranking with 19, 14, and 15 as being among the very best maps.

There are reasons *Doom 2: The Way Id Did* is practically as celebrated a classic style as say, *Jenesis* - it just does **Doom II** bigger, better, and more powerful than it was before.

DOOM LANDS

By B.P.R.D (2001)

Have you heard the legend of B.P.R.D., the wise? No, of course you haven't. It's not a story the Doomers would tell you. It's an old school legend. Darth B.P.R.D was a Dark Lord of the Doomers, so powerful and so wise that he could use the Editors to influence linedefs to create life....

The man, the myth, the legend. B.P.R.D is known for having created some of the most iconic, infamous, and popular WADs of all time. NUTS is a prime example of how a shitty no-effort joke can take you to near stardom, yet, he wasn't a simple joker, nor a clown. He was no troll, or perhaps he was… but he was something that even to this day we have trouble trying to pin down. He was an artist, and his art was one of incredible range. He created iconic WADs, yes, indeed, but have you actually played some of his very first WADs ever? This is where Doom Lands comes into the scene. A prime example of how something so old, so classy, can still retain its value and shows us a glimpse into the mind of its creator. Ironically, quite detested by B.P.R.D! Who considers it a very mediocre and poor WAD, so never actually uploaded it to the /idgames archive.

Doom Lands is a 13-level WAD created for Doom 2 and released somewhere around 2001. In truth, it's actually a compilation of various previous maps created by B.P.R.D in different times, according to his own words. This could mean a lot of things, of course. Either these maps were made in 2001 during different months, or done during the 90s through different years. It makes it a bit hard to pinpoint into the exact date, but I think it is safe to say that these are among the first maps he ever created, which shows quite the decent quality!

The maps are designed independently, so they do not follow any kind of story or narrative. Each one starts in its own way and I think they are more than stable enough to start on pistol-start. They have enough balance between visuals and gameplay to make them worthwhile. While number 13 may sound a bit long, in reality, each map is no more than five minutes long, which makes the overall WAD fairly quick and easy to finish. Luckily, most of the maps don't feature any sort of detrimental progress; there are no impossible puzzles to solve, no unfair fights against 10 Cyberdemons in a room, or anything like that. On the contrary, these maps are solid quality if we take into account the time of their release! Since the author himself described them as garbage, I wasn't expecting much, but I must say that I was satisfied.

Each map has a certain identity and structure, which makes them unique from each other. While there are no huge visual changes, nor considerable innovation, the simple design of the maps is attractive enough to offer a great dose of entertainment ranging from 1 hour or 2, if you're slow. One thing's for sure, you're going to enjoy it!

If you're a classic fan, with an itch for some good and forgotten old school burns, well, here you have quite the lovely little gift - and from one of the legends of this community! Go now and enjoy it, you lovely doomer.
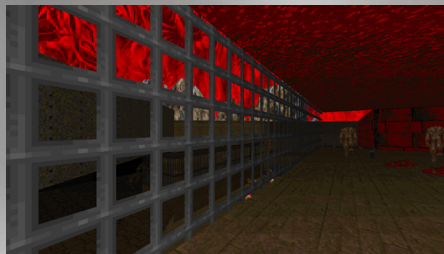
- Endless

100 LINES

Adam "Capellan" Windsor et al., 2013

Limitation mapping projects are in vogue, from 2000's trend-setting 10 Sectors, many Congestion "insert-map-size" sets, and newer limited-texture challenges like 50 Shades of GRAYTALL. They all serve to produce fun, interesting experiences that could only come from severe restrictions. I've enjoyed many of these already, and my latest favorite is this 2013 Boom community project of compact, minimalist Doom II maps from authors old & new. And yes, they only had "100 linedefs or less" using IWAD assets only.

100 Lines got well over 70+ maps before release, and the final 64 maps are split across Traditional (100linesT) and Non-Traditional (100linesN) files. The former collects levels with a variety of easier, more typical combat and adventuring. New-school challenge seekers & puzzle fiends should check out the latter set of maps. I like to alternate between them, seeing how much each map can accomplish with such a severe budget. For reference, making just one container room with box sectors for crates, and more for lighting, can already eat up most of one's lines! Even off-map monster teleporter closets add up, so how did these mappers handle such limits?

Capellan leads in with MAP01T: Project Alpha, the Traditional WAD's overture in many ways. Its simple looping layout unfolds the further in you run, with floors dropping & monsters warping into clean blast-em-ups. Maps from him, Travers Dunne, etc. embrace morphing angular geometry to prepare fights and complicate navigation. I'm especially fond of levels like Dunne's Century Base (MAP02T), Scifista's Port Penbene (MAP11T), & Skillsaw's Springtime in Hell (MAP27T) which capture classic IWAD essentials but with spicier traps, pacing, and resource management. Detail becomes secondary in these maps; only smart texturing & high contrast lighting compensates. If anything, these levels feel like refined Doom microcosms.

Other contributors were keen to achieve detail or strong concepts more so than IWAD-esque tropes and flow. Creators like Jayextee and Obsidian delight in crafting tightly-wound toyboxes like the $-shaped Root of Evil (MAP10T) or the cramped Aquaden (MAP15N). Even 100 lines suffice for many maps to use the kinds of ideas normally found in speedmap sessions, which the Non-Traditional WAD demonstrates with aplomb. Early standouts from Ribbiks and dobu gabu maru, the exacting Big Butts (MAP02N) and Exquisite Guilt (MAP10N), echo Plutonia's efficient monster placement and devious traps. Slaughter-style maps work their way into the back half, best represented by TimeOfDeath's inimitable gauntlets. If the Traditional maps showcases how a smooth, moderately challenging megawad can thrive under line limits, then the Non-Traditional set exemplifies how to stump players with 100 lines of sweet masochism.


Both parts form a manifesto of minimalism, from simpler sector shapes to utilizing Boom's special actions for line budget. One look in a map editor shows frequent use of fake floors, voodoo doll belts, and other means to preserve design variety found in less restricted WADs! Nearly all these maps run short and fast, too, making 100 Lines quick to play and then replay. Beyond proving the viability of this limitation map category, this dual WAD inspired other sets like 900 Deep in the Dead, 100 Line Massacre, Zone 300 and 400, and the 1000 Line series. I see a kind of "fundamental limits" triple meta-category between community projects building off 10 Sectors, Congestion 1024, and 100 Lines. And it's a shame that this line-dieting feast has so far evaded the former projects' place in Doom mod canon, something which ought to change. In the meantime, check this out if you love limitation maps and want that "one more try!" feeling.

Pasokon Deacon
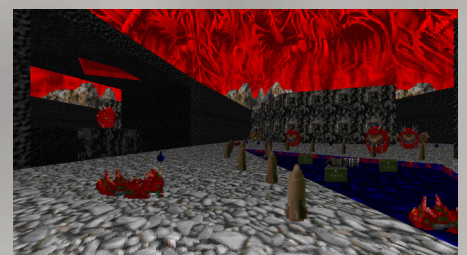
It has been 25 years since the release of **Doom 64** and many will be replaying the game to honor this anniversary. With modern computer screens and lighting options, **Doom 64** is less dark and perhaps less haunting than when it was first released. However there might be a way to relive how it terrified kids in the 90's; not in the way the game actually is but from the imagination of *Atomic Frog. Doom 64 Reloaded* is an enhancement of **Doom 64** that has been two-years in the making. It takes the **Doom 64** engine to its limit to expand upon the already creepy atmosphere of the game. Episode one was covered way back in issue 9 of the *Doom Master Wadazine*, which only had the first set of tech bases overhauled. Now the whole campaign has been *"Reloaded"* for a complete experience. At 32 megabytes of additional content, it is nearly four times the size of the original game itself.

The driving force behind *Doom 64 Reloaded, Atomic Frog* (formerly *Kr00za*), has been mapping for **Doom 64** for over a decade now. He honed his skills by learning the construction of the original **Doom 64** levels, thus the way he constructs switches, bridges, and lighting is in the style of the original **Doom 64** developers. It makes sense that if anyone was going to take on remixing **Doom 64**, it would be *Atomic Frog*. Although the project was his vision, he was not alone. Work from *Neigh Winny, Impboy, Footman, DeXiaZ,* and many more (myself included) was used here. Anything that could be used to take advantage of **Doom 64** features was used to get the most out of the engine.

When *Doom 64 Reloaded* is booted up, it begins with a brand new cut scene and introduction to the game. It is definitely **Doom 64,** but more detailed and more foreboding. The levels have more texture variety, geometry, and shadows from careful sector work. You will see some of the original **Doom 64** levels have now become frozen over or are now pits of flesh. The skyboxes are doubled in resolution to give a better sense of distance. And the sprites have been updated too with new item graphics and weapon details; the lever action of the BFG is particularly stylish. Even the shotgun zombies have a more distinct palette now, so you can tell them apart from regular zombies. Then each level has a new section which transitions to the next level for a more seamless experience. If that was not enough, new smoke, mist, and toxic haze give more variety and atmosphere. It is unusual, as a long-time **Doom 64** fan, to be surprised by the game again.
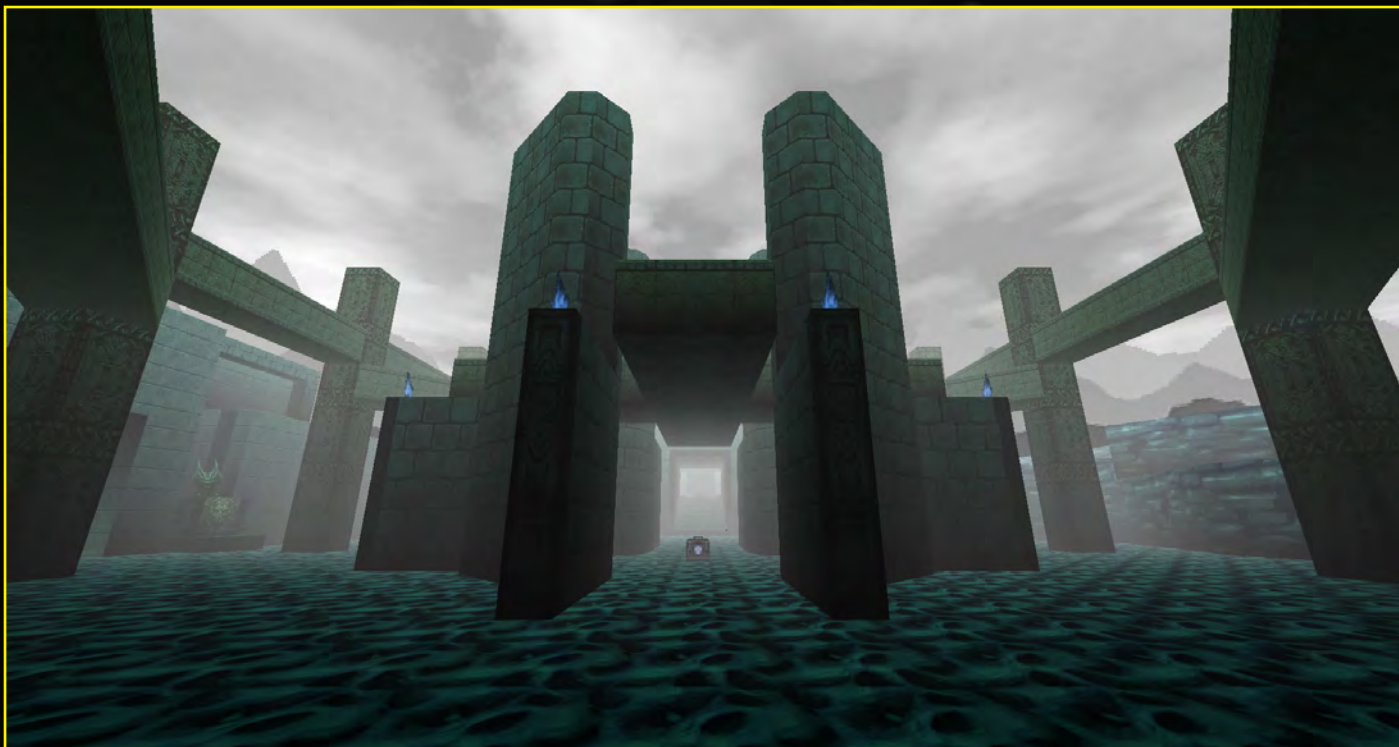
The soundtrack has been overhauled where it has been doubled in size from 24 tracks to 52. In the full campaign, including the secret levels, no track is repeated; each level has its own soundscape. Then some of the original tracks have been debugged to loop properly.

Previously unknown features of *Doom 64 EX*, as of two years ago, were reverb and chorus effects for MIDI. Now these effects have been added to each track and manually adjusted. Thus the **Doom 64** soundtrack has spacious reverb for the first time, which is not too dissimilar to the **PS1 Doom** soundtrack. Then the chorus effect adds a warbling distortion of madness to some of the environmental sounds as well. Overall, the soundtrack is thicker and more-atmospheric, if you can believe the **Doom 64** soundtrack can be any more atmospheric.

The level design and progression have been updated too, where there are new secrets and new levels are to be found. The crushers and traps are deadlier with some additional ways to avoid them. Some of the puzzles are less mysterious such as the yellow key room in *Final Outpost*. But then there are trickier puzzles

that lead to many *"super secrets"*, which will not be spoiled here. And if you want the demon keys or an early *"unmaker"*, you will need to dig deeper than before. If you do, you will find new levels to explore. Now the old *"fun"* levels and *"Hectic"* have now been redesigned into a mini-campaign entitled the *"Trail of Pain."* At the end of this path lies the coveted *"Features"* menu with the classic cheats and warp options. From here you will find four brand new fun levels. The fun level *"Carousel of Chaos"* is a particular stand out for high flying action. Then some of the new levels also appear in the main campaign sequence. These additional levels are remixed from the classic *Absolution Total Conversion* or are *Atomic Frog's* originals. In total the number of levels has been expanded to 48 (with 7 additional deathmatch maps), so there are a lot of mysteries to unfold! It's reminiscent of how **Doom 64** was so mysterious back in the 90's.

Altering a classic like **Doom 64** is undoubtedly controversial. The way we remember **Doom 64** is unique to each person who played it. So some of the changes won't appeal to all fans, but it's interesting to see how another **Doom 64** superfan views the game through their expansion of the game.

Overall, the additions to the atmosphere is what stands out. There is a sense of dread around each corner and of what may be lurking in the shadows. Then the additional secrets sprinkled out through the campaign add a layer of mystique and perhaps a sense of madness. This is not how **Doom 64** actually is, but how many might have remembered the game being like in 1997. That is dark, mysterious, and haunting...

- IMMORPHER
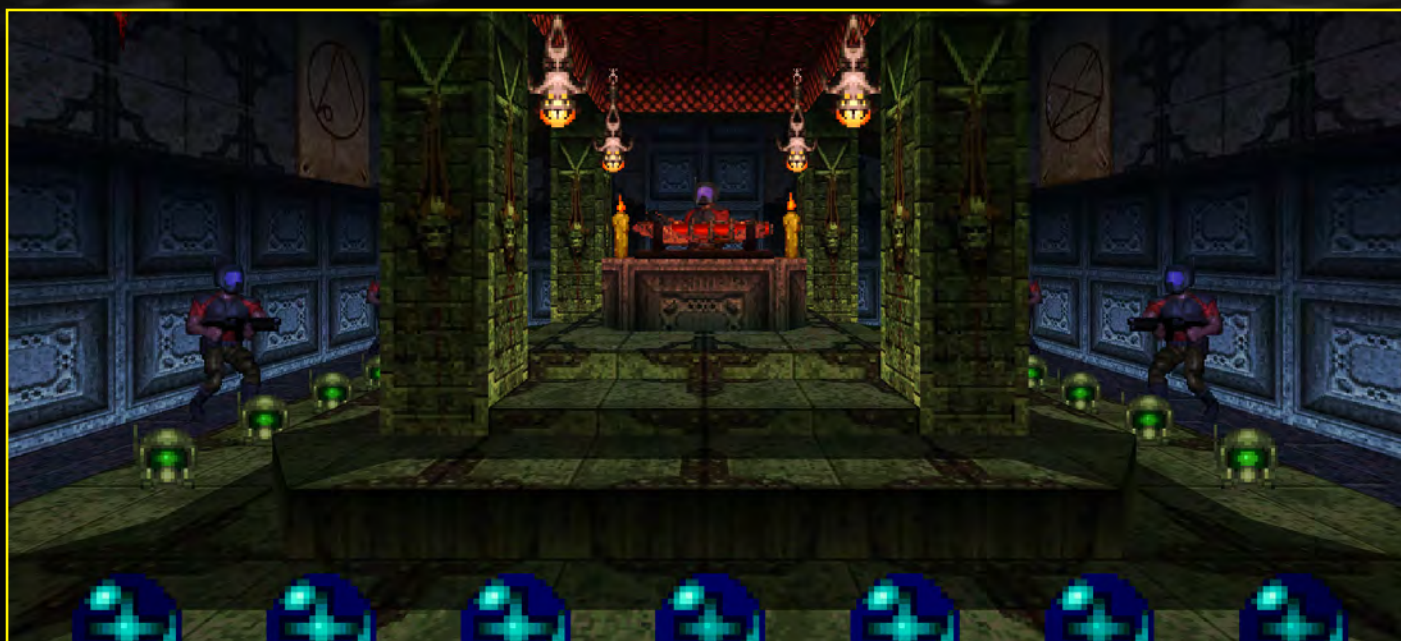
CORRUPTED CISTERN

BY CHRISTOPHER LUTZ

In a community as old and veteran as Doom, it is relatively common to find active members who started their first steps in the golden age of the game. Some veterans keep in their footsteps by being highly active through their favorite content, while others tend to be more focused on rearing their heads from time to time with fantastic surprises that rock our socks off. **Christopher Lutz** is one of those who falls into the latter category. A map designer who was part of the old Chaos Crew, back in the days when forming teams of mappers was common practice. With his first WAD being a cool episode for Ultimate Doom, released in 1998, Lutz would not stop even to this day. Winner of several Cacowards and developer of fantastic levels that combine modern sensibilities with vanilla charisma, Lutz is an iconic member and more than qualified to be mentioned as one of the best. Need proof of that? Corrupted Cistern is here to prove it.

A single-level WAD for GZDoom, this machine of a map proves that there's far, far greater themes and visual styles left to be explored and showcased with the power of UDMF. Inspired by the classic Unreal video game, Lutz designed a level that re-imagines the natural and wet style of Unreal, with a new gothic touch and the classic Doom influence, creating a map that is incredibly attractive, atmospheric, and beautiful to look at. Detailed and combining rock structures with the morphology of a cavern, the result is simply iconic, to the point that each scene is more than worthy of being a wallpaper in itself. Unreal is a unique and fascinating game, renowned for its outdoors levels. Doom, on the other hand, has always suffered a bit with maps that are implicitly set in natural areas. With the limitations of the engine lifted and the new UDMF features, an artist with enough skill can recreate that fantastic sense of exploration and discovery that Unreal possessed. Lutz has managed to create just that with Corrupted Cistern.

The use of curves, slopes, and realistic geometry, as well as a detailed design that inspires realism, creates a sense of immersion quite attractive, which captures me thanks to its visual solidification. The structure transposes through the natural development of the cave, combining the design of bricks and polished rock with the cave, water, moss, and trees, giving it a quite unique and different touch that remains well done around the entire map, without exceptions. The scenes are simply inspiring to watch. If you are a fan of Unreal, you will definitely be satisfied with the great level of detail and design that this map has.
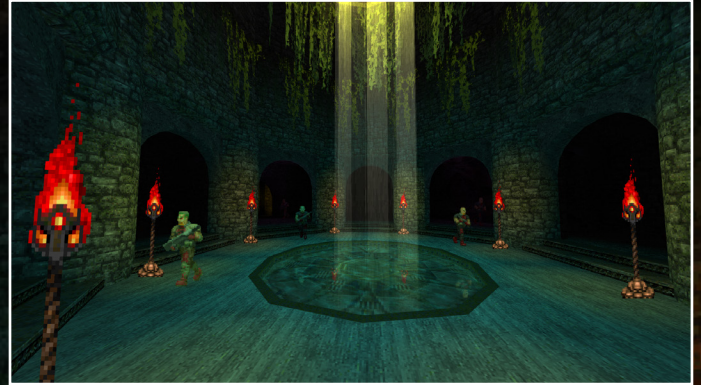
The combination of liquids is something that stands out to me. Lutz creates multiple natural and designed areas with water in between. Canals, sewers, wells, or small natural pools, as well as waterfalls and subway rivers. That's why it's called a cistern! And it manages to create that evocation that we believe ourselves in a kind of natural subway reserve, now under the possession of demons in a forgotten ruin.

The layout of Corrupted Cistern is designed to offer a fairly complex and deep adventure. The map is non-linear, with different routes and paths to take, as well as secret areas and places to explore. On the other hand, it is relatively easy to navigate due to its cohesive design and direction. All paths will lead you to a place of importance, so it doesn't matter too much to get lost when you can always end up gaining something new and useful.

The gameplay offers a considerable variety of encounters, perfectly balanced so that every type of player can take a spin on the map. From the traditional encounters with hitscanners defending roads, to a variety of areas where different traps await us, either through Cacodemon swarms or a rogue final boss. This map not only looks great but plays great too! Too bad it doesn't have more custom stuff, like new music or status bar, but that's just being nitpicky.

Corrupted Cistern is a deep and enigmatic experience. A map that takes you to the heart of an abandoned and neglected world. With Lutz's sensibilities, we have as a result a great UDMF work that checks all the quality boxes, ready to give you an adventure hard to forget.

But now, let's hear it from the legend himself, please, let's welcome, **Christopher Lutz**!

Lutz! A community veteran with a lot of aces up his sleeve. Tell us, how does your history with Doom begin?

First of all, thanks for the invite – who doesn't love a chance to talk about him/herself?

Secondly, it's a good thing I have never tried to hide just how old I am relative to most in this community, since I would otherwise have to lie through my teeth to answer this question.And finally: I purchased the shareware version of Doom on a 3.5" disk from Staples *(an office supply store)* while walking home from school in the Spring of 1994 at the tender age of 15. Shortly thereafter, I sent Id Software money – in the mail! – for the full version *(1.2 at the time, as you can see in the image below).*

As is probably obvious, I absolutely loved it from the very first moment – it was technically amazing, gorgeous, terrifying…and really, really fun.I've shared these memories on Doomworld.com before, so apologies if I'm retreading old ground, but there are three that truly stand out:

1)I can vividly remember just staring out the window at the top of the first E1M1 staircase; something about the mountainous sky and shadowed plain echoed with melancholy beauty, and the fact that you couldn't get out there added greatly to the mystique.

2)For an embarrassing amount of time, I was legitimately frightened by E1M7 since I didn't realize that there were enemies on top of the small raised area in the middle of the map – I could hear the alert noises of the monsters, but I had no idea where they were and it scared the crap out of me.

3)I didn't have *(dial-up)* internet at the time, so in order to glean info about secrets and shortcuts, I would surreptitiously browse the printed strategy guides at various bookstores and scribble down notes – I definitely recall having to read about the way to get to the secret level in Episode 3, and having to go back at least twice to accurately record "idspispopd."

Lutz
Member

Registered: 04-00

How was your initial experience creating maps?

Painful and frustrating. Again, as someone attempting to learn the basics prior to the proliferation of the internet, I was reliant on whatever information I could glean from editor ReadMe files *(which were very much an afterthought).*To illustrate how ignorant and ill-informed I was, I can <u>vividly</u> remember the moment I realized that ceiling/floor textures were aligned with the 64x64 grid – I had previously spent a very frustrating evening attempting to construct a teleport pad and just could not get the GATE texture to appear in the right spot…

"I can <u>vividly</u> remember the moment I realized that ceiling/floor textures were aligned with the 64x64 grid"

What is the history of Chaos Crew?

My history with the Chaos Crew began when Gregory Jackson reached out to me following the release of "Inferno" – he wanted to know if I would be interested building levels for a project he had in mind that would take advantage of the newly-release BOOM engine. I had no particular projects in the works, so I agreed.

After a few back-and-forth requirements/idea e-mails with Gregory and Joel Murdoch, I started laying down some sectors.Once I had a couple rooms – a starting teleport pad and a rough outdoor area with a small pool of deep water *(revolutionary!)* – I sent it out for review…which didn't go well.Gregory was disappointed because it didn't match his vision at all, but he thought it might be okay for another project he was in the early stages of developing: Caverns of Darkness. Obviously, we proceeded with COD.

(For the record, I honestly don't remember anything about the original project he pitched.)

What happened that you did not create more maps as a team?

That's a great question, and one for which I don't have a definitive answer.I can tell you that my life was incredibly busy after the release of COD – I was graduating college, moving, and starting graduate school – so I was hesitant to commit to anything I wouldn't be able to adequately support *(I suspect it was the same for the others as well, but I don't want to speak for them)*.

Who has inspired or instructed you in level design?

For the record, this question is incredibly unfair because there are far too many wonderful folks to actually list.Nonetheless *(and to hammer home the fact that I am old)*:

Iikka Keränen was the first author I really remember admiring because "Dystopia 3" shattered my perceptions of what was actually capable with the vanilla Doom engine.Likewise, Sverre Kvernmo's work in "Eternal Doom" was incredibly influential – those levels are still excellent examples of visual storytelling for which I have great respect.In a similar vein, the Boom version of "The Artifact" by Paul Schmitz did for that engine what "Dystopia 3" did for the vanilla engine while also presenting a cohesive region spread over 3 levels.Finally, I have to mention Justin Fisher and his "Aliens TC" for illustrating the transformative power of DeHacked editing.

…and of course: John Romero, Sandy Peterson, Tom Hall, and American McGee.

What do you think about the progress of the community over the years?

In short: absolutely amazing.Personally, there are very few things in my life that have been around as long as the Doom community, and I am quite grateful that the community is still flourishing.

What are your favorite WADs?

Like question #5, this is damn near impossible *(and, thanks to the active community, changes with some frequency)*, but here the levels I always enjoy revisiting:

-E1M3/E1M5/E3M3/E3M7
-Eternal Doom
-Alien Vendetta
-Ancient Aliens
-Action Doom

To this day, you still create levels, what inspires you or gives you energy to stay active despite the decades?

Level editing is to me today what Legos were as a kid: a free-form construction sandbox in which part of the challenge is using a fundamentally finite set of elements to create something new, beautiful, or unexpected.There is something incredibly satisfying about the process of fashioning a *(digital)* world, and watching it emerge from the elusive, half-formed wisps of thought. In short, I simply enjoy building levels – the fact that others care to play them is also pretty cool, too, but not the reason I keep at it.

**Which of your maps/WADs are you most proud or satisfied with?**

I am quite pleased with "Corrupted Cistern" because it was my first foray into the vast unknown that is GZDoom /UDMF, so I had to learn quite a few new skills *(and a new editor)*…but despite that, it is one of the few levels that ended up looking and playing pretty close to what I originally planned.I am also pretty proud of "Perdition's Abyss" from COD and E3M7 from "Inferno" because *(IMHO)* they both look good and have some pretty fancy special effects for the times in which they were released.That said, I think "Hellscape" is still my best work from start-to-finish.

If you could go back in time and talk to the Lutz of yesteryear while designing levels, what would you tell him?

"Hey, idiot – don't be afraid to learn the new stuff."

Looking back, there were definitely various times during my mapping history I was intimidated almost to the point of inaction simply because I would have to learn something new *(e.g. adding custom textures/graphics; BOOM/MBF special effects; tinkering with GZDoom/UDMF)*.Part of that hesitancy could be charitably blamed on a desire to 'color within the lines' *(i.e. work within the restrictions of what I considered the base engine and resources to be)*, but if I'm honest, that's probably bullshit.I definitely am self-aware enough to realize that part of the reason I am drawn to Doom is the fundamental simplicity which helps temper my natural perfectionist tendencies – otherwise I would be the guy modelling individual bolts on an elbow joint outside the player's FOV – but I'm certain I would be a better mapper today if I had started expanding my skill-set earlier.

(As an aside: this is a truly fascinating question, and I spent *way* more time trying to answer it than any other.)
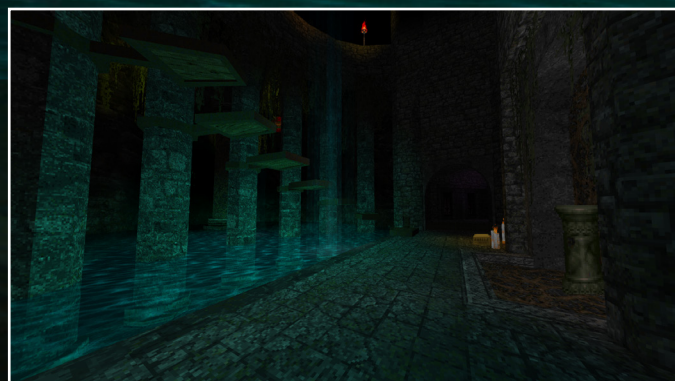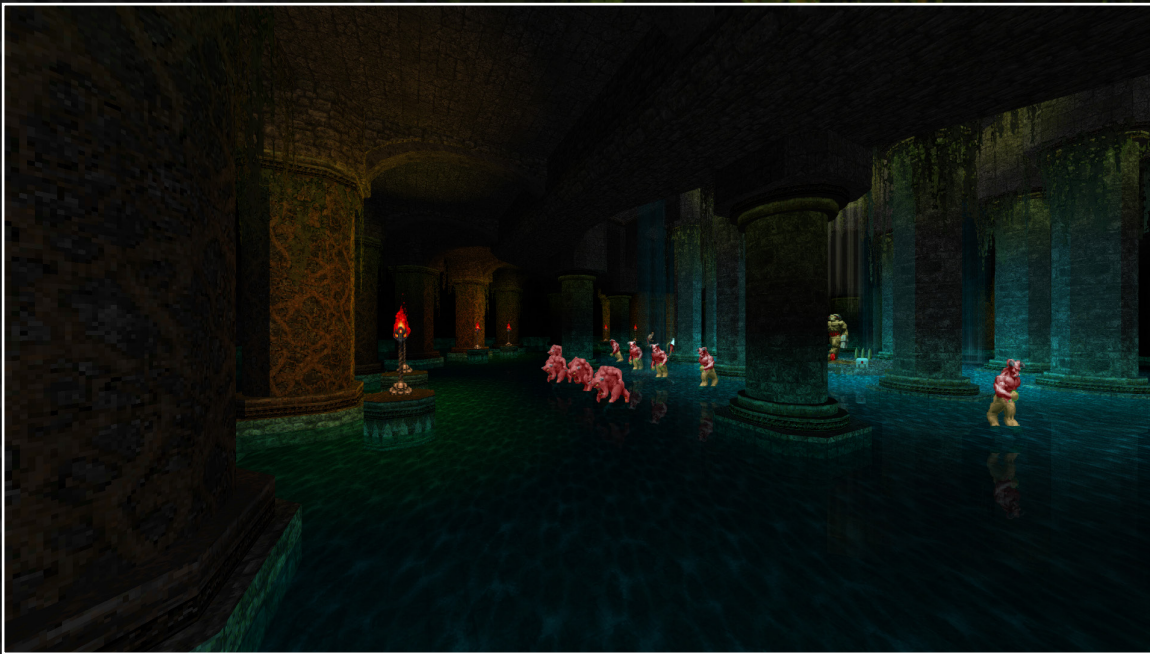
Icebound is one of your few levels created for Heretic, what can you tell us about it? Do you play Heretic a lot?

While I believe it artistically equal *(albeit in a brighter, more cartoonish way)*, at the end of the day I find Heretic to be simply less fun than Doom for reasons that I struggle to articulate. As such, I play it more for visual inspiration and nostalgia than pure enjoyment. "Icebound" was an attempt to dive in and learn about Heretic's mechanics from a designer standpoint in hopes of better appreciating it from a player's perspective – much like "Hellscape" was for the Doom II Hell levels – and to that extent it wasn't much of a success. Still, I do really like the way it looks *(and I'm pretty proud of the various effects in the room with the Phoenix Rod)*.

Your last map is a masterpiece for the eyes, how was the development of Corrupted Cistern?

S-L-O-W. As previously mentioned, I was learning a new editor – which, though similar to DB2, required retraining some ingrained muscle memory – whilst also exploring the new effects and opportunities afforded by the engine, so I had a lot to juggle. And, as ought to be expected, with those new opportunities came several design choices I ended up re-thinking and artistic dead-ends that required judicious pruning.

FYI, the level actually started as an attempt to vaguely re-create a single room of the "Temple of Vandora" Unreal map…and then sprawled out in many different directions from that single idea.

Corrupted Cistern is your first adventure with UDMF, apparently! What made you make the jump?

Prior to starting "Corrupted Cistern" I had been working on a standard format *(limit-removing)* project with the "Ancient Aliens" texture set; it was humming right along until I hit the maximum line-/side-def limit in one of the maps *(which I previously didn't realize even existed)*.

After some back-and-forth on the Doomworld forums, it became apparent that jumping to UDMF was really the only way to avoid that limit without removing geometry, so I started playing around with Ultimate Doom Builder. I suspect I will end up converting the levels I had made for the previous project over to UDMF *(though I have yet to find a Doom-to-UDMF converter that retains texture alignments)*, but I have some other commitments to attend to first.

What's your favorite mapping format?

As liberating as UDMF is, there is something special about a well-constructed *(limit-removing)* Doom level. I may change my mind sometime in the future, but for now I am going to stick with classic format *(minus visplane overflows – those just suck)*.

Which modern/recent authors inspire you?

Again with the impossible questions.

Anyway, one cannot help but admire Paul "skillsaw" DeBruyne for the sheer number of quality levels he consistently generates; I am in awe of both his creativity, skill, and the speed with which he works. Also, Xaser is awesome – his lifetime achievement award is definitely warrented. Finally, the "Elementalism" and "Age of Hell" teams have done some amazing work expanding the boundaries of what is possible and generating some truly imaginative environments.…And I am certain that I will think of at least a dozen more folks as soon as I submit these answers.

Any last words for the readers?

I am honored and humbled to be part of this amazing community; keep up the good work.

> *"Fortunately, the Doomworld community is such that even my most idiotic questions received a thorough answer in rapid fashion, so I was rarely held up for too long."*
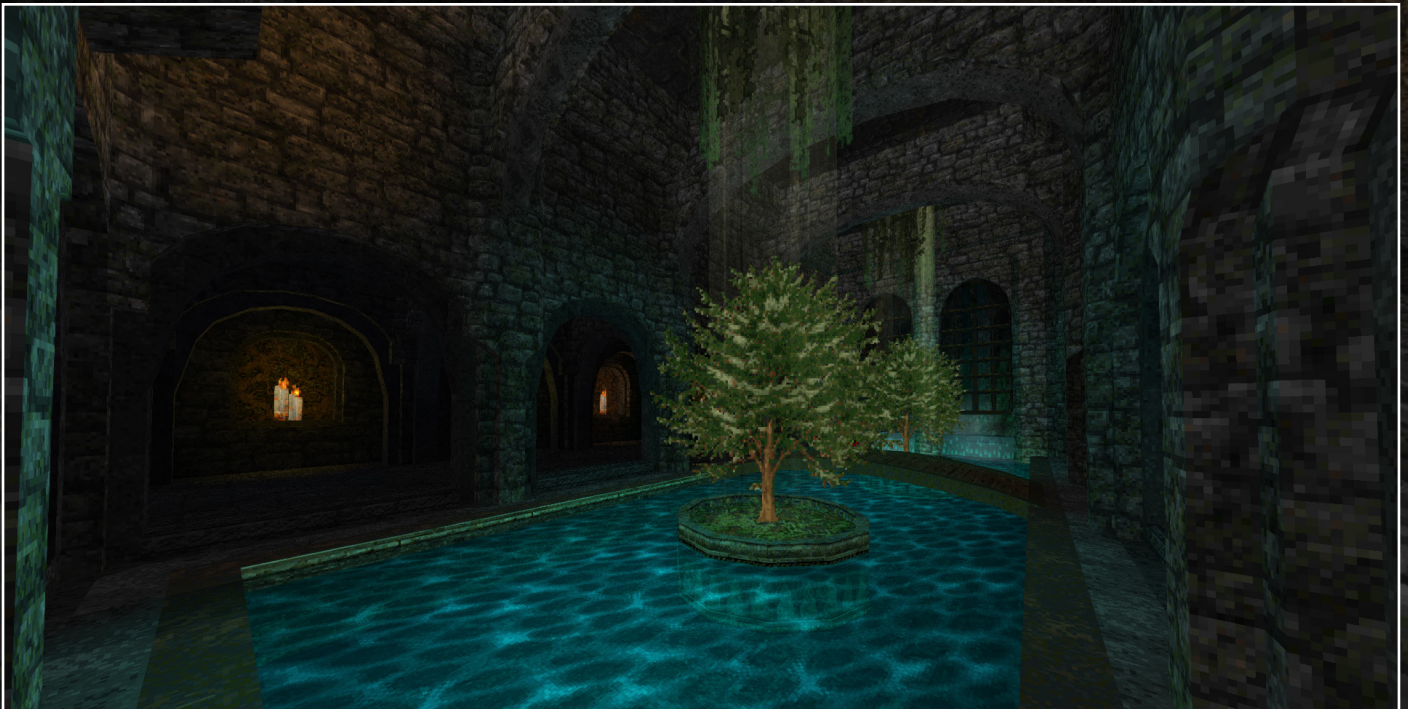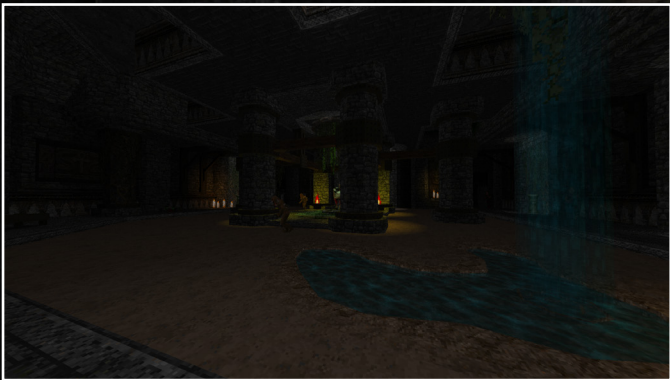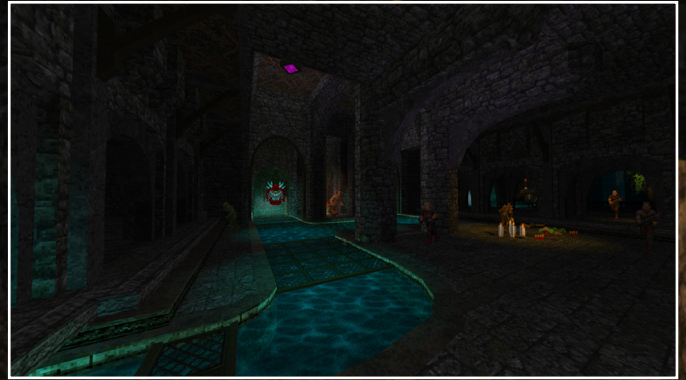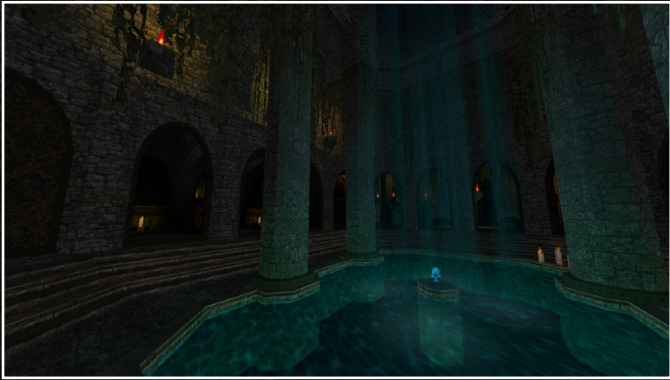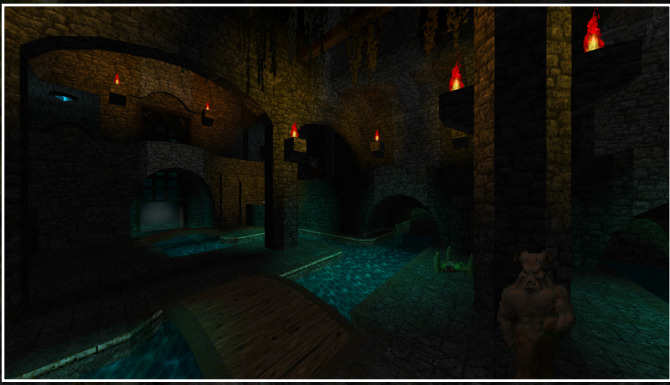
NEWSTUFF ON
DOOMW🟫RLD

RIP AND SHARE.

- MAP 26 REMADE
- Pinkguy Andabrain DM
- Doom Shinobi Release!
- [FIXED] Little Sweet Mountain lab (A tiny map for DOOM II)
- [Vanilla][Ultimate Doom]You are radioactive now! (single map)
- Clean Sweep Map 1. My first map. [Vanilla][1 map, more to come]
- Doom: The Summoning, demo first level
- My first proper map. The Arena.
- TEMPLE OF BLOOD (GZDoom)
- New Gzdoom map I am working on.
- Oripathy - A series of speedmaps by Origamyde [VERSION 7 / MAP31/32/16 UPDATE !]
- Zombie
- [WIP]A speed slaughtermap project: Capybara (Looking for mappers)
- Vrack2-SuperHuge - So large (10x Vrack2), it requires a custom linedef format
- 32 KILOBYTE 16 MAP MEGAWAD
- Fight Until Completely Killed! Now on ID Games!
- [Vanilla] Perfunction - A Doom 1 episode made in a day
- Repetitive Trash
- Hangar 2021. Gzdoom map for Doom II.
- [Boom-comp. CL9] Charred Remains (RC1)
- BLIGHTED FATE - Single Map for DOOM II (EDITED)
- Mr. Don Ramon's Duke Nukem 3D (Doom) Weapons Upgrade
- DELTA (del.wad)
- Thelokk's project has tanked, come pick on the carcass! (9 GZDoom maps, UDMF)
- Horna wad, first preview
- Halls of UAC
- Dust Devil (GZDoom map) - Released (now on idGames DB)
- F10 - Single Map Release
- Unfortunate Relations - 6 Map mini-episode
- John Romero's SIGIL - Vanilla DOOM (DOS) Edition
- Hävitetty (Complevel 2 - limit removing) - /idgames
- Started map making (also changed the music)
- Nightmarish Snow: A PRCP2 Reject
- Doom 2 M9K Weapons pack
- Land of the Damned (/idgames release)
- Brutal Doom 64 v4 2.5 Unofficial Update (by swc132994 and styd051)

- [Now on idgames!] Afterburn, a boom-compatible 12 map wad!
- Venom Pits
- Wisdom's Carcass - v2 (UDMF / GZDoom)
- Garden of the Doomed, Single Large(-ish) Map
- Bludgeonator II: Ultra Bleeder
- My first map...in a while - Fawkin Elmate
- THE WALLS HUNGER... my first map in months
- Samsara Extra Heros Needs an Update
- Observations- Boom map
- New map available! - Looper Trooper
- PUSS XV: Mysterious Mayan Madness [March Speedmapping Event]
- Jojo's Bizarre Doom Adventures 1.0.1
- LOLAttack: Every monster uses every attack! (GZDoom)
- LOLGunz - first alpha - suggestions and comments are welcome
- Iv'e been sitting on releasing this map for 4 months.
- Abyssal Speedmapping Session 63 - something something Maple Story powerleveling
- My first mapset!
- New Heretic wad - The Cathedral & Catacombs
- I present to you... WITCHERETIC
- [Vanilla] Technical Issues 1.2 - Large single-level (Player's Guide included!)
- DBP45: Vrack Botanicals
- Ultimate Jazz Jackrabbit Doom - EPISODE 2 OUT NOW
- Rather Simple, a HRII Style Map!
- Angry Quilt III - Big Game Hunter (RC2)
- (Doom map making Newbie) Made my third map ever made!
- [Community Project] Pandora (Shovelware MegaWad)
- dtiwolf3d.wad
- [RC3] Infection
- Reviver_Series_Death_Match_3(RvrSsDM3)
- (First map) Yard Fight V1.1
- [MBF21] PORK SODA - A Doom 4 Vanilla Arena Survival Wave-based Megawad (Looking For 3 People To Collaborate With)
- Project Stardust: The AFO
- [1.1 - 11MAR2022] Project GHAG: Gardevoir Has A Gun
- Zero Dawn (a reject from Community Trunk)
- FLYTRAP LAB (single map for DOOM II)
- Doom: facility deathmatch map
- Blood Flash - 2 vanilla maps

- Not Even Remotely Fair (Nightmare Difficulty Only)
- Firebin shrine - abandoned map
- Castle
- "Constraining Order" (Boom) - map 4-7 / 31 could use some testing!
- Improved PSX-Doom Project v1.0.1
- 1 way ticket, a ONE SECTOR map - vanilla !!
- (doom mapping newbie) just finished map04!
- Cavern demo
- My old, probably unfinished map for HacX 2.0
- my first doom map-pack... Pinta-Pack! [D E M O]
- My third map [PrBoom+, cl9]
- Uac facility's
- Sudden Death - A Limit Removing Challenge Map!
- First DOOM
- (Second Map) Hotel Problems
- Noot's two old maps
- Another DOOM Map
- Welcome to hell
- Mashup: A WAD for Doom 2
- [RC1] Gloombase
- Raven. First maps, maybe last.
- [Limit-removing] 2300 Core Movement |
- QuakeZen: Quake but in the Style of Doom
- Tankman Ugh Mod
- [WIP] Sthguoht Modnar A (A Random Thoughts, a break from my other megawad)
- First new map in 23 years in the works :)
- Armature WAD 100% Garbage
- My First Map Pack
- First wad
- Depression - GZDoom map
- Tryed out this cool WAD called Scythe
- My first finished map
- Sr Pelo BOOOM Mod
- Corrupted Cistern :: GZDoom UDMF Map
- Solance dream-monster only
- Multi-Pack, a new Zandronum multiplayer mod/resource
- Anyone Willing To Play The First 2 Maps Of My Wad?
- Water Plant (My first Wad :D)
- Tekmania. My 2nd map on Doomworld
- [PRESHOWER] - A limit-removing speedmap!
- HacX 1.0 Original Installer
- Davidi Lost in Time Classes: Gnome (Generation 10 Classes)
- To Hell and Back - 1 level WAD Doom 2
- 1000 Chickens (and a few ducks) - 1000 subs slaughtermap
- DoorToHell.wad and MediocreHell.wad (one map wads)
- MEKANISM |6 BOOM COMPATIBLE MAPS | Lots of PURPLE
- Nukeway Library - Vanilla Map for Doom II
- Journey to Hell
- Doom: The Summoning, second level w combined wad file
- First (released) Doom map
- Tormented Techbase - Vanilla - 105 monsters & 7 secrets
- Humilde Residencia (small hard vanilla)
- Radium - new Eternity/GZDoom map - feedback needed :)
- Wraparound - Short toughish speedmap
- Not Even Remotely Fair (Nightmare Difficulty Only) - Development Thread
- Forethought (1 boom-compatible map)
- 100 Line Massacre (New Vanilla Megawad) [Complevel 2 + Dehacked]
- Doom THOHT ADV - Weapons and Monsters [GZD/LZD]
- Helipad Tekbase
- Blood Flash 2 - Short vanilla megawad (15 maps)
- "Twelve Easy Pieces" - twelve Boom maps by Thelokk - now on /idgames
- Blue Fire Park
- Hell Unearthed - 6 DOOM 2 Limit Removing Maps
- Brutal Freedoom GZD Nash-Ed
- Doom Beneath [E4][cl 3] updated!
- My third (first public) map
- Meanwhile, As Hell Crept Up Through The Sewers...
- Sonic: Lock & Load
- Nensha [RC2] - single map release (boom, complvl 9)
- Silence.wad (Vanilla Compatible E1 Replacement)
- Doom II: Deep Paranoia - MAP01-MAP07 (Classic Style) (WiP)
- [Limit Removing] Bloodcore Base - Mid Sized Level For Doom 2
- A day in Hell - A house based WAD
- The Old Bean Factory
- Castle project
- The Colosseum
- Micro HacX
- [April Fools]TNT: THREEVILUTION [32 Map Megawad]
- Knee-Deep in your Bed (Doom 2 map, cl2) (Not on Idgames!)
- APOCACLIPS - full 32 map limit removing megawad made in 3 days
- Abyssal Speedmapping Session 64 - I feel a sudden urge to quote The Beatles
- Death Exit - Project Announcement (For Real This Time!)
- Seriously: A serious new (mega?) wad for your enjoyment. No foolin'
- Alien-Finding (Spiritually Lo-Snow II the prequal)
- My first new single map in a while
- Endrivium (1 boom-compatible map)
- Phobos Anomaly Revised (E1M8)
- Kals Classic Weapon Skins [PrBoom]
- April 1st Speedmap
- house of the damned proto-map
- [Community Project] "Gorehounds of Doom" - a modest Community Project proposal (and yes, it eats children) [Signups open]
- Lunar Eclipse - The Delinquent's Megawad
- My first map
- RainbowRubik.pk3 - A Rubik's cube in GZDoom
- PUSS XVI: Pac-Man Doom [April Speedmapping Event]
- 25th Anniversary Map Jam Demo (Doom 64 Remaster / EX 1.1)
- Jamal Jones: Project Ultramill MAP01/?? - High Security
- My First Four Maps: Anomaly
- 4 speedmaps from a dead TNT-themed project

- [Doom2] The Eight - 16 maps
- (DeathMatch MAP) --- Skull Taste 1
- Anomaly Report - A new 33-level megawad for vanilla Doom II. (RC2 available)
- DOOM REFIRED: A (WIP) DOOM II Community Project
- New bigass Map01 "WELCOME BACK" is Finished! (Now available on /IDGAMES)
- Lara Croft Status Bar Face
- new wad - what.wad - quick 2 hours speedmap - please try it
- (DeathMatch MAP #2) --- Skull Taste 2
- Slash World Demo (Version 3)
- DBP46: Monuments of Mars 2
- TekeN: a SIGIL 2 homage map (Boom cl9) [RC1]
- J.A.D.E- Just Another DooM Extreme [LZD/GZD]
- yakfak doom1 episodes thread
- New map - RGBArena98 (BOOM)
- Most basic mod - thepowa.deh
- Angry NilsQuilt a Discord CP: 1 map by 7 people
- My Own Little BD Verison (REPOST)
- Void Hydroprocessing REDUX [Single Map for BOOM] [RC1]
- Nobody Asked Me To Use Build--NAMTUB [LZD/GZD]
- Doom Returns – Episode 2 released! (v2.1 update)
- Curvular: (Complevel 9 Curvy Map by Jacek Bourne)
- BLDFLOW - 6 maps for Plutonia
- Malkuth - single slaughterish map that didn't play fair (Boom - cl9)
- Every - A map made in a very short time
- e1m1 but from memory and a bit harder
- Three Archivles.WAD
- Journey To Hell 2.0 is now here!
- Doom -1 | Negative One: Beyond the experiment [Release Thread]
- New WAD - Watermap.wad
- The Sewers Of Doom - My Second Map
- Jamal Jones: Project Ultramill MAP02 - Book of Relevation [vanilla]
- Duke Boom'em(Boom Family and Zdoom Family)

MENTIONATIONS

EX

by LadyMistDragon

N E W S T U F F   R A T I N G   S Y S T E M

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.

Dark Medieval Times Ep. 1 by azany

Death
by Terry Evans

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. There are no 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 just feels bad and annoying.

BEST MISCELLANEOUS WAD

$Dark Medieval Times Ep. 1 _I am the black wizard$
by azany

For GZDoom. A Heretic episode replacing Episode 1, this one is quite impressive in how it manages to render the sense of an actual medieval setting. Cool metal soundtrack. Very gloomy, though. I do appreciate the Heretic-cute detailing located throughout. That helps to spice up what could otherwise be an episode duller than A History of Fruit or something else along similar lines. You can even eat food for health here! A little strange when the secret map (that I completely failed to find the exit to, btw) is sort of a Heretic Invades Doom concept, but more

room to chuckle at silliness. A very worthy Heretic episode, with some nice traps, though perhaps a little on the easy side.

#The Outbreak#
by Marcel Lutenauer

For GZDoom. Please enable jumping unless you want your life to be miserable. Your goal is to escape from prison! Starting out in a cell, you then have to make your way outside of the bit you're in, grab a Super Shotgun from the room to your right when you get to the slime ditch, which is inexplicably surrounded by inmates that all have barrels in their cells ready to pop off at you, and then either attempt to kill everything right off (ill-advised because of the chaingunners that'll shoot at you) or crawl around in the surrounding vents and try to find a way out from there.

Once you do (after fighting your way through a cave with several makeshift forts), you'll emerge into the vast

central yard, populated with security towers, some other structures, and a decent chunk of enemies. From here, you'll have a number of ways you can proceed. Among the various locales you can visit is a muddy, platform-laden location in the northeast I can only assume is a fighting pit of sorts, various kinds of security stations and some kind of exercise yard in the far west (probably). The secret room at the exit where the author presumably thanks you using a handle was a nice touch.

There are a couple of serious problems though. One is that the author clearly turned down the brightness too low because there are several areas that are far too hard to see anything in. In some places, it makes sense, but mostly, it's just aggravating. Which leads to the second problem: it's far too easy to get your health chewed up by hitscanners in certain regions that are both open and dark. So don't even think about recording a UV Max for this one unless you want to I guess.

Still, as a map of some vast scale and scope, it largely hits its mark.

MOD OF THE MONTH

Psychic
by Xaser

Works in ZDoom, GZDoom, and Zandronum. Xaser has been working on this mod off and on for more than a decade. Finally, Versionb

> **"...sort of a Heretic Invades Doom concept, but more room to chuckle at silliness."**

Pinkguy Andrabrain by prfunky

1.0 sees the light of day! Compatible with literally any Doom engine game (yes, that includes Strife) your default arsenal is bolstered with psychic powers your avatar has been bequeathed. Said psychic powers can be used with a secondary fire button. Take care not to drain your psychic energy entirely though, lest you watch your health drain out of your body. It's largely not so difficult to find recharges but keep that in mind. Also, you'll have to bind a key for the times you'll want to buy new weapons and abilities because that's also a feature. Hope you're not an RPG hater. Have fun .:)

RUNNER UP 4

$Crypts of Eternity$
by Decay

Boom-compatible. Decay has been one of the primary forces in the Doom multiplayer scene this past decade. This time, he brings us this small single-player set you can also deathmatch in if you choose. I really like the blue brick, and the custom enemies really add to a certain Heretic/Hexen-inspired aesthetic. The combat essentially boils down to a somewhat watered-down version of

Borgeois Deathmatch (thankfully, all the fights DIDN'T make me want to send my computer out the window). Regardless, the difficulty remains modest basically until the last map.

#Bloodsport#
by AeroSr60

Boom. A Tyson map. I really don't enjoy punching harder enemies as a rule, but this one feels well-done. Claustrophobic little thing with OTEX bloody-brick walls and a few enemies you'll have to kill through infighting. Maybe there could be more room, but Berserk fiends will enjoy this.

#Pyramap#
by Azuris

Vanilla. A submission for the 2021 Doomworld Maximum Project, it plays kind of like a map from the 90s, with the impression bolstered by the scattered zombiemen in larger rooms and serious signs of overscaling. Not to mention the speed at which the pyramid blocks go up/down once activated. However, it conveys its sense of place very well as an ancient temple - the UAC has presumably set up some worksta-

tions here for mysterious purposes. It's not really that difficult, but the red key fight will force you to keep moving. Be careful though, lest this place end up as your tomb. I think you'll probably have some fun with the secret too, though I was bad at locating them.

#Pinkguy Andrabrain#
by prfunky

Plays in Zandronum and ZDoom-based ports. The winner of multiplayer wad of the month for October returns with this humble little cave map, with some raised tech pillars in the middle, and some rather endurable custom enemies. The pinkie replacements shoot out electricity at times and probably have something approaching Revenant health, while the Archanotrons have health comparable to that of barons. But single-player's not the point here. As an arena with some decent use of verticality's, it's actually quite good. I'm still not sure why you have to jump to reach the chaingun ledge in Zandronum, though.

@Green Zone@
by Pezl

Vanilla. Pezl must really like slime. This and Toxic Place are both heavily filled with it. Simple, short, and with fairly easy action, other than the end, though you'll have more than enough rockets for the Caco pack, so perhaps it's still mostly easy.

$Roofiland$
by Roofi

Vanilla. People on the Doom Wadazine server and those who check the Doom Wadarchaelogy/Random Wad Adventures threads will probably already be aware of Roofi's never-ending quest to play every 90s wad out there. This map is his little tribute to that period in Doom mapping. Heavily abstract, lots of unlike textures stuffed together and containing progression that's not quite so linear, this harkens back to a time when Doom mapping was sloppier but also less standardized as a result. As if to underscore this, Roofi uses some goofy sound effects from an obscure wad made in '94. At the same time, it's that much better, because unlike '94 mappers, Roofi knows exactly what he's doing.

#Guardsoul Presents: Deimos Anomaly#
by Guardsoul

For GZDoom. So Deimos Anomaly gets the Guardsoul treatment. It's got the same basic layout as the original, but modified so that it feels like a far less fragmented map. Whereas lots of demonic textures were in the original, corruption has been significantly toned down to the point where the essential character of the Deimos station remains, apart from one pea-soup brick vined room. Still somewhat abstract but ultimately a map that makes far more sense than the original

#Plague Tower Siege#
by sectrslyr

Limit-removing. We've got ourselves a map comprised of some rather basic textures but featuring some interesting height differentials and engaging combat which echoes Plutonia to some degree. Finding the secrets in a place like this sounds cool, as you might expect. I'm not sure where all these cacos are coming from though. The red key trap is quite nasty, btw. A murder of revenants, led by an archvile. While they ran in front and died as a result, I was killed by a Lost Soul spitted out by a Pain Elemental I'd knocked too far back for me to finish off initially. Strongly engaging.

#Squonker#
by Eggboy, et al

Vanilla. 8 maps of largely fast and energetic action with moments of inspired and thoughtful design. Sadist Eggboy is one to watch out for. He can end you very quickly. Not like the other slack in the challenge department – T. Will's maps seemed determined to cause some sort of reaction within you, and the difficulty rises sharply toward the end, though they're not exactly easy to begin with. Still, this is excellent for some speedy vanilla action, I just wish Map 07 didn't exist.

$Christmas in Inferno$
by The Doomer Boards

Limit-removing. Despite the fact that Doomer Boards are working on a far more ambitious project, Joe-ilya was still able to cobble some mappers together to bring us this present of 5 Christmas-themed maps! As Santa Claus on your sled of Hissys, it's your job to take the presents back from the demons and deliver them. Honestly, I feel that they just want to celebrate Christmas. Why else would the green-hatted Imps emit green blood when blown up? What initially seems like it could be a fairly simple DBP changes into something entirely different by the end of Map 03, following rather boilerplate combat. The concluding maps are simple and fantastic, with one made by Silver Cacoward winner Fryuko and the other made by kvsari. I especially enjoy the latter, as it manages to feel chaotic while still leaving you plenty of room to run through.

Squonker by Eggboy et al.
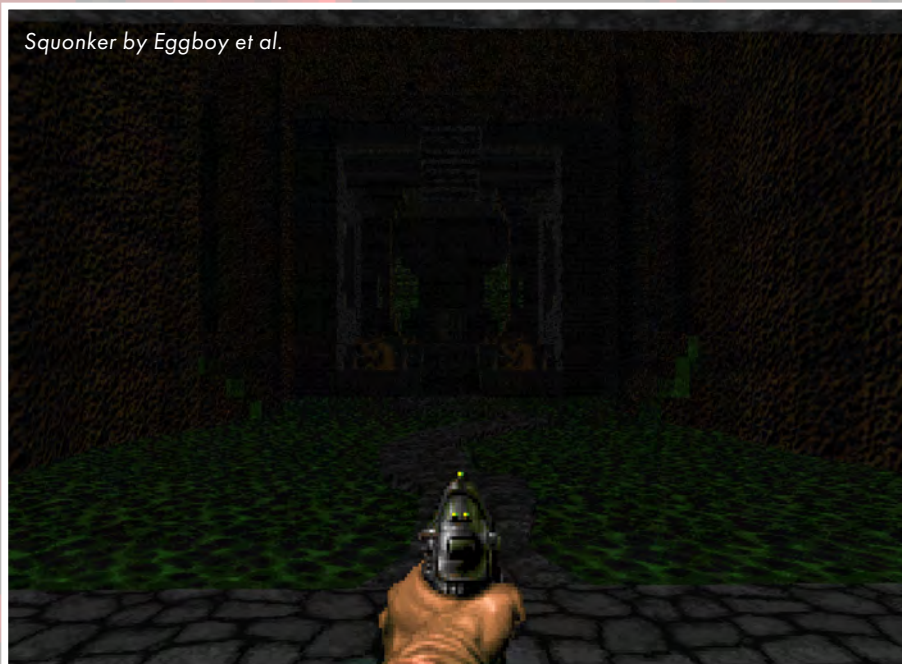
Marble Madness by NoOne

$Buried Castle$
by xdarkmasterx

Vanilla. When you see darkmaster you know you're in for a wild time. A fortress, stuffed tastefully with fire-blu and other complementing colours and consists of a series of large and difficult fights in some rather close-quarters. More casual players will definitely want to go below UV, but it's still not a push-over at any rate. On one occasion, you have to fight off at least 2 Arch-viles, and practically every ambush seems to involve a small murder of Revenants. The moment where you kill some Imps surrounding an outside path after you've crossed to the other end is kind of nice and unexpected Honestly, placing 5 Cyberdemons in one location was probably going over-the-top. I can't find other serious complaints to make about this one. Bring on the pain!

$Marble Madness$
by NoOne

GZDoom. Replaces Map 10. Slaughter map with vanilla textures that still manages to convey a sense of scope and scale worthy of the term 'slaughter.' Aficionados of these kinds of maps will love it or your money back! Naturally, there's quite a bit less space than I'd like but you're mostly just rocketing Imps so it isn't too bad for the most part. Other than the beginning, where you have to fight off quite the large host of Revenants and Hell Knights, I'm

not sure you can say this is quite up to the challenge of other slaughter maps. Well, ok, the massive wave of Revenants teleporting in with the massive battle for the red key, or the ridiculousness surrounding the fight for the red key, or the absolute ridiculousness of the final battle (3 Cyberdemons overseeing a whole host of other nonsense) are indeed a worthy challenge.

#Nightshade#
by Dubbag

Vanilla. So, most Dubbag maps are utterly forgettable (save his interesting music choices), but this one actually plays quite well, due to intelligent use of different but similar textures, and somewhat higher difficulty than what I mostly know him for (basically his Time Trilogy stuff). Revenants overlooking the Red key in the middle room near the start, along with a few other enemies in other areas ensure a threat of ever-present danger. Cyberdemon at the end's not exactly the kind you can just circlestrafe without a healthy dose of praying, particularly as there's a tree in the middle. Cool map!

$Exquisite Amethyst$
by Jimmy

Plays in GZDoom. Another GZDoom Jimmy map. What is there to say at this point? Another visually-striking entry from the master composer containing with fairly open-ended progression marks this one yet again.

Hexen enemies (and potions!) are nicely integrated and fit very well with the castle theme. Jimmy even steals a weapon from Doom 64 (the Unmaker) with ammo dropped by pinkies and this weapon feels GOOD. At one point (fairly close to a key) you find yourself fighting off waves of enemies in an area entirely black-and-white other than the checkerboard pattern. Incredibly fun stuff. I'm not sure if there's need for 4 different Imp varieties but they do integrate with the thematic overtones displayed here.

#Marble Madness II#
by NoOne

Plays in GZdoom. Ok, sequels are kind of lame, especially when they begin with an environment similar to the end of the last map, despite the cool custom sky. Don't fear, it starts to Extinguish itself later, despite being overall an easier map. The massive bloody sinkhole-gazebo from which Cacodemons pour out, the epic scale of the bridge battle, and the final battle all manage to distinguish themselves, and make this one another worthwhile play!

RUNNER UP 1

$Shades of Azure$
by Dunn & Dunn (feat. RivitheWarlock)

Boom-compatible. 14 fairly quick maps each done in the eponymous colour. All are quite intense and sadistic. They just get more so the further in you go despite being essentially manageable. RivitheWarlock's map, featuring a sleek but visually impressive layout largely influenced by Haste while adding his own tendency for visual flair, is where things become quite chaotic indeed and threatens to turn the game absurdly difficult. Still, I greatly admire the works of both Keegan and Rivi and this one fails to weaken that impression of mine whatsoever.

#Return to Cinder#
by DoctorNuriel

Plays in GZDoom. Replaces Map 01 of Plutonia. Originally submitted for PRCP2 but got cut for unknown reasons. Though that might be just the lack of sadism present here. The temple is no doubt a very cool setting, with a grand total of 6 secrets in a map you might think too many for a map so small. But you probably won't have any serious problems if you're not playing keyboard-only. The Arch-vile near the end that teleports behind you was nasty but all too predictable.

$Atolladero$
by Soulless

Plays in GZDoom. Soulless is back with another brand-new GZDoom map using OTEX. This one is a mix of techbase with bits of outdoor stuff scattered here and there in this large-ish map, featuring some Plutonia-esque combat with some incredibly clever fights. For instance, there's one courtyard where you're surrounded by Mancubi/Arachnotrons is especially nasty). It takes somewhere around 30 minutes to finish, but the way every part of the map kind of circles around each other in a largely compact way has to be praised. The exploring is quite fun and I had absolutely no issues wit any of it. The blue key fight with the

Arch-viles was quite intense. The last slaughter-lite sort of fight with Cacodemons and Barons charging at you from the opposite end of courtyard provides so many opportunities, and thanks to the lack of dickish enemies beyond the cyberdemon, is actually quite fun.

Vesper
by Xaser

For Boom-compatible MBF21 source ports. A kickass weapon mod, by Xaser. Ever feel sad that all the cool weapon mods only work with GZDoom? Vesper is just what the doctor ordered. Containing a wide variety of fun and unique weapons, this is a mod guaranteed to enhance your Doom experience. The vaguely Viscerafest-like Blunderbuss shotgun? The gas grenade-launcher - oh god, please sign me up!

#No Survivors#
by Chris Kendall, aka "VisionThing"

Plays in GZDoom. VisionThing's first solo outing in quite some time, this map utilizes Doom 64 sounds to make a decent attempt at a creepy atmosphere. Little attempts at Doomcute detail and fairly-realized locations really help to add a lot. Not too challenging either, although the subway can be quite tricky. Secrets are all quite easy to find. Overall, very solid.

Shades of Azure by Dunn & Dunn feat. RivtheWarlock

#Reviver Series Death Match#
by Reviver

For Zandronum, and GZDoom. Another Reviver DM map. Previous files did not but annoy me with their inscrutableness, but this is quite a bit better. For tense 2-player matches. Not sure I quite understand the buttons, but I do like the walls in the outside area. Why the exit door has a damage floor behind it, I'll never know.

#Pizzeria Peril#
by Clippy

Limit-removing. Map by Clippy that brags about having 99 monsters, for those who like numbers. Like every Clippy map ever, there are barrels and at least one large area of slime. And also 11 secrets! Clippy is quite adroit at marking them (candles actually mean something here!), not to mention teasing you with a Supercharge you probably shouldn't bother with until the chaos which makes up the last fight, since you can only access it through a trail of slime. Really liked the pizzeria locale, although accessing the Megasphere secret wasn't easy because jumping onto the corresponding ledge is... quite difficult.

$GZ Big City$
by inkoalawetrust

For GZDoom. This was created essentially to provide a space for mappers to mess around in that's not just some series of starter textures. Is it far more ambitious than it needs to be? Yes. Is the city which comprises the map's centerpiece rendered to the extent that you'll get shades of GTA? You bet on your life! There are a number of destructible objects available to have your way with. You can only enter a few locations: the gas station, underground parking lot, a supermarket and an AGM office. There's also a UAC office but that's off-limits, sorry. I really love the few individual details that clearly came from actual objects owned by inkoalawetrust.

The little statue plaque which lists the map's statistics is also quite a nice touch. The only downside is how the vast quantity of unique things clearly drags the framerate around a bit. But hey, that train's cool, right? It can even run you over!

WAD OF THE MONTH/MOST THOUGHT-PROVOKING

Doom 14 Supreme Adventure
by eltiolavera9

GZDoom. Avoid the complete butchery of grammar, this is an utterly compelling, though not entirely successful attempt at giving 'vanilla' a middle finger. It does this through the use of several gameplay mods (most notably Supercharge 2.0) and also, an overall map design drawing influence aesthetically and conceptually from Cruelty Squad, the joke-wad Mock 2: The Speed of Stupid and other similar games/wads. The weapons are obviously ridiculous (a literal chain gun), and this feels overall like something intended to make players feel disoriented and disturbed. In this sense, it succeeds re-

markably. In the gameplay sense.... well, it's heavily dependent on platforming, and we all know what riots erupt anytime someone puts "Doom" and "platforming" in the same sentence. It's often more practical in many situations to just avoid enemies as you fly through the air, landing on narrow platforms that are quite easy to miss. Plus, grabbing the chaingun located in the the pit in Map 01 may not be so wise since jumping out is very hard.

It's impossible not to applaud this wad for its ambition and general sense of what it wants to be. Cruelty Squad was praised for the exact same reasons, despite it being in some ways the gaming equivalent of Trout Mask Replica. Though the influences are quite obvious, Doom 14 nevertheless establishes a distinct identity. Still, it should be said the wad's not exactly accessible and could use some serious quality of life improvements. And that might be a serious problem when eltiolavera has said he spent enough time as it was on the project. But for someone with patience willing to give a creative set a chance, this is a must-play.

$Occula$
by bemused and Tourniquet

Boom-compatible. Be afraid. Be very afraid. That other guy known for creating slaughter maps, along wwith a partner I know much less about, brings you this set of 4 regular and 3 utterly insane secret maps. This wad sports a darkened red aesthetic that's literally everywhere including the status bar. The assets used were created by franckFRAG, that staple of the French Doom community that doesn't seem around much these days. Thankfully, difficulty settings are supported, so you can play these maps without feeling completely like you're just being murdered over and over. Check it out!

$Salt Mines $
by Large Cat

For limit-removing ports. Cool map. Weapons are massively speeded up, and you essentially find yourself traversing a claustrophobic series of arena fights. These are all excellent at putting the hurt on without feeling unfair. Dodging both Barons and Revenants in relatively small caverns isn't easy. While there could stand to be a little more ammo in the red

key fight, there's otherwise no major problems.

$TechBlast$
by EANB

After some months, EANB has released this pair of compelling tech-base maps, set amongst the sight of the night sky. Less frustrating than their previous works, this still packs a healthy punch of challenge, containing a number of nasty ambushes. Map 02 specifically has a thrilling fight upon finding the red key where you've got to BFG-spam a whole host of enemies whilst walking forward to pick up rocket ammo so you'll have enough for the remainder that charges you while a Cyberdemon is firing at ya. Excellent music choices for the maps here as well.

RUNNER UP 2

$Blueberry Blaze Cake$
Killeratte

Boom-compatible. Within mere months of his finest work Big Dill Killferrari OmegarattiOtsegoratti has another map for us today with yet another food title, although not a BFG-spamfest like a Timothy Brown map, thank god. Rather, this is another map where deep blue hues predominate, although of a brighter shade than in Azure Shades. Ammo is excellently balanced for much of the map and the combat is undoubtably the least frustrating of anything Alex has come up with so far. All the same, the yellow key ambush and especially the series of fights in the final room are suggestive of someone who's wanting you to feel the pain. And it sure delivers! Big Dill was personally a more fun map to me, but this isn't especially far behind.

$Freaky Panties V$
by Remilia Scarlet

For GZDoom and K8vavoom. Remilia finally makes a map where I somehow manage to find literally every secret and some degrees easier than the last one she released! Don't be mistaken, this is still as bullet-hellish as her previous work, but threat level is toned down considerably from her last few maps. You get lots of barrels for probably the first two-thirds before difficulty starts to pick up and you start fighting some seriously large masses. In fact, they were large enough that a pair of Mancubi actually started to infight with each other on one occasion! I also really like the way the lighting harmonizes with the heavily tech-y environment and the occasional bits of humour Remilia inserts with the scripting features of GZDoom/K8. The end fight is a nice callback to her map Extreme Terror where you face-off against a boss more ridiculously difficult than the Archangel from Eviternity. It proves somewhat easier here though. If you liked Remilia's previous work, please play this! It's noticeably shorter than Freaky Panties IV, which was a little problem there.

#Rapid Fire 3#
by Jazzmaster9

Limit-removing. Jazzmaster is back with yet another entry in his series of not-quite-coffeebreak coffeebreak maps. 6 maps of fast-paced action. In contrast to the previous Rapid Fre this one lays on the pain almost immediately, thanks to some well-placed Arachnotrons and Chaingunners, and it only gets worst (I'm not entirely certain you're meant to grab the secret plasma rifle in Map 02 before or after killing the Revenants/Arch-vile in the room it's located in). Yet, it doesn't really feel unfair, save for maybe 1 or 2 spots. Great set.

#Sunrise Citadel#
by alexsa2015sa

For GZDoom and conceived as a demo map for the author's ERB-LA mod, currently in version 0.4. Supposedly, it's supposed to add some variance to monsters and their spawn patterns. Regardless, it's not integrated into this release, so you can enjoy it in pure vanilla fashion.

A single map (with another one for class bosses) it is nevertheless fairly open-ended, so there are many areas from the start you can explore without using keys. The puzzles aren't obvious but make sense. Less welcome is the fact that much of this is comprised of similar looking crypts and caves that take up much of the south and east portion of this map.

#Base Icks#
NoOne

For GZDoom. Another old NoOne map! This guy just doesn't quit! Anyway, this replaces Map 05 and is actually a decent deal easier than his prior released efforts, if not by much. Starting out at a boat at one end of a vastly overscaled outdoor region, you then find yourself ducking around a large parliament of Hell Knight and Barons (who turn out to be guarding the front door to nowhere as it turns out) into a mono-textured techbase with some decent use of verticality and combat that forces you to act quickly. The decision to place the Super Shotgun so late really has no discernable purpose. Complete deprivation of the weapon would make far more sense. The fact that rockets are relatively plentiful makes the decision even more puzzling. That's fairly minor though. This map's still good.

#Hell to You#
Geoffrey

Vanilla, although Boom may not work due to one HOM texture that can be cleared if you press a certain nearby switch. This is in form and appearance a highly generic Doom 1 techbase, though with a few interesting secrets. The secret that opens the outdoor courtyard where you grab the computer area map was kind of dumb, when potential secret textures are located seemingly everywhere. Only one of them opened the way to anything (specifically a backpack). It's still cool how the map sort of loops around itself. Not to mention there are two different locations

Akashic Migraine by Emma Essex

where switches will lower the floor which will guide you to nastiness as you might guess. It's not a massively challenging map, but you will run into some Revenants and Chaingunners as well as Cacodemons, though thankfully not in the earlier sections as you're quite deprived of ammo early on. This is still a strong debut from a newcomer.

Baron's Banquet
by Brendan Hunt

Not to be confused with the map from No Rest for the Living or the other one by Will Hackney (a contributor to some of the earlier Community Chest entries), this one has some interesting design details. There's a secret room behind an anonymous wall that contains a kitchen room of sorts with some sergeant chiefs. Unfortunately, there's little else positive here. Much of the map consists of one long hallway. One of the only open paths here counts as a secret for some godforsaken. Giving you a BFG without the ammo to combat the Cyberdemon pair and at least one Arch-vile is a massive bullshit move. The path to the yellow key seems like it might be broken. Finally, the titular room is a massive eyesore. Even as abstract surrealism, the sight of corpses covering every section of the wall is laughably fake. What isn't is the Cyberdemon that'll probably gut you on sight. Avoid. Or not. :)

MOST VISUALLY DISTINCTIVE

$Akashic Migraine$
by Emma Essex

Plays in GZDoom. Beguiling, bedeviling, frustrating, intriguing, and only slightly disturbing, Akashic Migraine is a single-map entry by a silver Caco winner from last year, Emma Essex. In contrast with that wad's accessibility, Akashic Migraine is much more emphatic on platforming. And guess what, you can't actually jump but have to do the Doom fake jump that's really more like leaping moderate gaps in a single bound! It really makes little sense, but since all of the jumps are still do-able, it's hard to complain too much. Still, some of these jumps are incredibly tricky. For instance, the blue key has to be accessed by riding a platform up that goes INCREDIBLY quickly maybe a second or two after you've pressed the switch which lowers the platform in the first place.

Now we'll talk about the aesthetics for a bit. If there was anyone who thought Time Tripper should've won an Odyssey of Noises last year, I'm really thinking now I could agree. The way Emma's melodic sensibilities are fused with videogame electronica express an incredibly strong Japanese sensibility that's just not present in much Western VGM. Cap it off with some beats that are strangely

cold, and you have a real winner of a track.

Red hues and shades predominate throughout, but curiously enough, many of your foes are in black and white. The opening library maze has no floor triggers, but instead has various sections go up/down at regular intervals. Later on, you start running into structures that always seem to be flowing downward, along with environments that seem like they could split apart at any time. Not to mention while staying out of the poison liquid is not particularly difficult, you'd be quite surprised to find that the smallest rivers can damage you if you stand in them. The outside base area you travel through at the end feels almost like a normative relief when all of this done as it bears little resemblance to the place that you just traveled through.

Still, I don't find the mechanics anywhere near as abrasive as Doom 14 Supreme Adventure. While Emma certainly makes many design choices that will push the buttons of most, she also is quite generous with ammo, especially toward the end. So even as you attempt to puzzle out the somewhat left-field design, it's still very much beatable. But if you hate platforming, go ahead, run for the hills. We'll be here when you get back.

@Rocky Learns to Use Doom Builder@
by RockyGaming4725

Limit-removing, but no Boom. Rocky brings us this set of 15 (plus 2 secret) very short, punchy, and jokey maps very much in the vein of NoYe and D5DA. Silly challenges and incredibly short par times abound. Toward the end, they actually become somewhat good. "Kenny G Don't Know Jazz, Man" has a somewhat oblique title, but the intention of unloading without prejudice is clear, other than the blue key trap where you have to lean on infighting to a large extent. Super-secret map "Vacation" is the clear winner here, as you have a

large space to move around in and shoot the shit out of literally everything without the constraint of ugly STARTAN texturing. I can't pretend to appreciate these kinds of maps, but this is somewhat decent, apart from the maps where the jokes feel played out. It's fine though.

$1 Bad Wad$
by Spendoragon

Boom-compatible. Don't be deceived because this is actually pretty good! With the exception of one possibly troll map (06, We Live in a Society where you have to traverse the same set of platforms no less than 3 times, yeesh), this actually delivers a series of brief but high-octane experiences in a blocky visual-style that clearly derives from old-school video games with music that underscores this feeing. Think Meowgi crossed with something that valkiriforce has been known to play on occasion. The sound effect replacements and various messages are also quite amusing ("I better be careful using my time powers" sounds like the sort of thing said by someone who has a second-hand understanding of said powers at best). The one weak spot is Doom 64 sound effects not really fitting with the bright aesthetics of this set, but given the essentially vague nods to Nintendo, I think I can tell where Spendragoran was coming from. Great stuff!

Castle
by Daniel Millard

Saddest are the maps which fall apart at the end because the author completely forgot about something. Like this! A mostly incredibly competent Doom 1 proto-slaughter map, it's quite monotextured and boxy with minimal use of height variation, but this actually works very well despite the rather rough beginning.

#Cantankerous Crater of Cataclysmic Calamity#
by Clippy

Our Canadian hick friend just won't quit, as yet again, he delivers a chaotic map with a semi-original concept. While you seem to start out in a void with lots of ammo surrounding them, you're instantly teleported to the titular crater. It's very easy to miss the Berserk Pack behind you Clippy provides in literally every map. Though you can grab a hidden chainsaw not too far from here if you miss it, your fist is just a more versatile weapon. As you ascend the crater, no move goes unchallenged and every pick-me-up has a price. And Clippy being Clippy, he also places two of the keys in some rather interesting and dumbly obvious places. That slime fountain near the top was really cool though, along with the final hallway where you're gunning down Cacos like there's no tomorrow. And when the last Caco expires, you'll then spot two Arch-viles! At least you get a Megasphere here. The secret BFG is not as hard as you might think on your first glance. Though I can't two-shot Cyberdemons to save my life, so idk what it's utility might be other than the final hallway.

#The Dark Tower of Abyss#
by HrnekBzucha

Vanilla. Hzena brings us yet another tastefully-designed and well-executed map, this one taking place in a mansion and utilizing the Gothic texture pack. "Moonlit Butterfly" has been seeing increased usage as a moodpiece midi ever since it first made its debut in 2019 and it's the perfect fit for a map with some light puzzle-solving (does that switch open the access to the secret computer map? Idk) and even lighter action for the most part. There are a couple of nasty ambushes, and some

of the weapon placement is probably meant to make you charge forward. Anyone with foresight should be able to complete this on UV though.

$Eschaton Processor$
by rd

Limit-removing. As the most interesting man in the world would say, Rd is not someone that releases maps too often, but when she does, it's a guaranteed winner. Another difficult speedmap! This is one of the most visually impressive maps rd's done thus far. Utilizing OTEX textures seen in the last episode of Eviternity, along with some beautiful Doomcute trees, this shows much more visual polish than anything rd has done thus far. The occasional details are also strongly appreciated. The sheep on the outside at one point are quite interesting. I dunno what all that stuff is in the Arch-vile blue key trap though. Speaking of Arch-viles, they are deceptively used at one point. Pick up the yellow key, fight and Arch-vile and pinkies, and oh no, you're attacked by FOUR MORE Arch-viles, along with many other enemies. Rd does not hesitate to use Cyberdemons either, but they should be far more manageable.

#Flesh and Metal#
by michaelrockshim

Surprisingly ambitious and in-your-face debut map. Around 3,000 enemies on UV, this map truly does not mess around. Despite this, there are a number of beginner mistakes and the immediate availability of health and ammo in the flesh section can be quite stingy in spots for no discernable reason. Still, combat is fun, and you can't take that away from it.

RADIATION

Ascent into Hell by Dannarchy

#Ascent into Hell#
by Dannarchy

Limit-removing. A surprisingly cool map featuring some clever uses of verticality that would make Pavera drool, Ascent Into Hell has you going through a marble-bricked and metal fortress constantly up and down, looking for somewhat unconventional switch textures and fighting off murderous opposition that wants you six feet under. Combat on HNTR has a bite but is mostly manageable. On UV, things turn slaughter-lite and ammo can become quite limited. Progression can be nearly as much of a challenge though. While you can quickly figure out activatable textures, I found around 2 hidden secrets before I found the section of wall that leads out of the central area so things could probably be a little more clear. Still, really enjoyed the sem-methodical approach to most of the combat (and feel dumb that I didn't press the switch at the beginning, but I don't really do good with finding things under fire, personally).

RUNNER UP 3

Nameless
by Jimmy

Initially released months ago, Jimmy seemingly forgot about this map after making some revisions and seems to have realized it was still a map he made only now. I'm just going to say this right now: I can't believe this was made for a map jam. I'm very vaguely aware that they aren't necessarily speedmapping sessions, but there are so many sprite modifications, this map honestly feels too fully realized to be such. Basically, it's Lovecraftian themed, with the new sprites/keys/powerups being changed to reflect this. It's also quite an open and beautiful map, with many rather dangerous locations that might frustrate you until you acquire the proper weaponry (cool bit: the machine gun replacement shoots like the Sten from Return to Castle Wolfenstein; great weapon!). Hopefully, you'll be unlike me and actually find the super shotgun at the point where things get especially hairy. The accompanying bodyguard will not let you have an easy time of it. Also, I really have to comment on how Arch-viles are utilized here. Quite conservatively, but always at moments where you dread having to deal with them. At the first green key I found for one, the arch-vile there resurrected a nearby Revenant and took me down to 5 health before I could dispatch them. Maybe you'll find the rocket launcher sooner than I did, which will make things much easier overall. Though that doesn't mean they're especially difficult when Supercharges can be found all over the place, but then, you still have to avoid enemy fire to an extent. I still like Safe Home as an artistic statement more,

#The Only Thing That Could Stop You is Death#
by StorkGreen

Boom-compatible. Short, but incredibly punchy map, this one hems you in from all sides in basically almost all locations. Difficulty really starts to pick up at the end as the occasionally regen health kit in one room

Innards by Red77

suggests. The last hallway is an utterly apocalyptic mess of Revenants that you'd have to be quite lucky to survive. Congratulations to ....stork for making a map that leaves mark without spamming in tons of monsters until absolutely necessary.

#Innards#
by Red77

For GzDoom. Short, but most certainly punchy, this one does NOT hesitate to throw two Arch-viles at once when you do something critical. I really wished I'd been able to find the switch for the plasma rifle earlier. Still, we get to listen to a midi rendition of Black Sabbath's "NIB", so it's a little hard to get too disgusted. Visually, the map kind of leaves something to be desired, some rooms and hallways being larger than they need to be and a certain lack of striking visuals, with the only notable feature is the desk with the Sergeant receptionists ready to give all visitors to the base a warm greeting. Plenty to take you by surprise though, and if you like Arch-viles, you should really like this map.

@Shorhell@
by Brioche

Vanilla. After many months away, Brioche returns with yet another solid and well-detailedmap, this one as part of a cancelled E2 replacement. I really like how the Deimos textures

chosen complement the seemingly-ever present skybox., Action is not especially difficult. It's cool how the map has a somewhat greater feeling of unity, due to the fact that you get a wider view of the next section after the first than the narrow windows in Deimos Anomaly. The boiling blood you walk through at the beginning forces you to move quickly, but things aren't so hard even here.

#Robot Devil Factory#
by CBM

For GZDoom. CBM brings us this short and maze-like factory type map with lots of neat detailing and six keys that you're all required to find. The yellow skull key is located in a ridiculous out-of-the-way location but isn't really secret. You might think the room with the blue skull key might trigger some nasty trap of sorts but nothing happens when you pick it up. No, the real centerpiece is the room of two keys where picking up one sends roughly 20 Arch-viles bearing down on you, thankfully with an Invulnerbility, Megasphere and BFG in tow. You'll probably want to keep yourself facing the closets as they attack though. You'll probably also want to run away at a certain point since your vision won't remain white forever, and besides, there are these beautiful crushers that should take care of most of them......

#La Bibloteca#
by thelokk

GzDoom. Beautiful large scale library map. Lighting is heavily subdued as bespeaks a place with hidden menace such as this.Do your best to avoid the Sarlacc mouths on certain tiles because they'll reduce your health. Not like that's so easy when a Cyberdemon's bearing down on you but still, keep that in mind. The Resident Evil music is fantastic. And for the thousandth time, there's some truly nasty Arch-vile usage in a map of such low monster count. Try to not awake the one near the beginning because you'll find yourself having a much harder time if you do.

#Underground Cult#
by eoomu

GZdoom. Beautiful dark and highly dangerous, though not especially difficult map featuring a track from Stonekeep. This map does not hesitate to throw out the heavies early including two Mancubi in the huge moat not far from where you start as well as an Arch-vile when you pick up the red key. It's very much a fight for survival that turns slaughter later-on. The last fight in the misted town with a Spider Mastermind and several Imps/Revenants that close you off in a pincer is probably the hardest, if not the largest fight. Drop in the grave then and commit suicide. Doesn't that suck? No matter, this map's still good.

@Rust Base@
by Endhack

Boom-compatible. Very much a myfirstmap, this never the less shows some impressive eye for detailing as evidenced by the beginning, and a machine with a fireplace texture for some reason. The yellow key cave in the south kind of sucks, the plasma gun trap is incredibly weak, the combat very much comes in fits and starts (despite a couple of decent ambushes near the beginning) and the Doom 2 monsters are hardly utilized.

Loveland Factory by Lawrence

Makes it all the more surprising when you're confronted by a Cyberdemon at the end. I don't know if it was expected to save your cells, but this felt like something of an oversight.

#Palace#
by Noyemi K

Plays in GZDoom. A sort of concept of an open-ended map, this one nevertheless keeps a little jolt in your step with Arch-viles at strategic points. Color shades used are all quite excellent and I always appreciate a Berserk Pack handed to the player at the beginning. There's still some room for improvement, to be sure, but only requiring the yellow key to exit is not a bad move at all. I was puzzled at the Easter egg with the Baron and what I think is the mapper's avatar.

#Japanese Valentines#
by The Doomer Boards

Limit-removing. The 44th installment of the Doomer Boards Project is now in your crosshairs. A very consistent aesthetic with tasteful use of cherry-blossom pink and Japanese-esque texuring, its impossible to call bad, despite Joe-ilya forcing you to use the BFG and rocket launcher for most of his two maps unless you get the not-so-secret chaingun in Map 02 (my least favorite in the set by a decent margin). There is also an optional NFSW version that was the original release but is now included as a separate sprite pack. Normally, I'd be in complete favor of custom sprites (last collection featuring them was DBP33), but unfortunately, said replacements consist of girlish anime sprites that all have their titties hanging out because boobs are apparently how you define womanhood. The voice replacements are somewhat better, except for the ones that sexually moan when killed or some other recorded dialogue that sounds it would appeal to incels ("I'm single?" Seriously??).

Now that the fundamentals are out of the way, we can talk some more about the maps, since the collection vastly improves after the first two. Walter, actually turns out his best work in quite some time, featuring a house with Imp attendants and a Hell Lady near a bath. Further maps improve even more, at least until you get to Koi Pond, which is nothing more than a beefed-up Dead Simple in a year when homages to that immortal map have long gone out of style. I'm not sure if Joe-ilya's rocket spam opening map was better. Still, it might still be better than something like Carnage Oasis.

$Loveland Factory$
by Lawrence

Plays in GZDoom and does require some jumping. So this is actually a surprisingly cool sort of factory level, utilizing vanilla textures to create a space that actually bears some resemblance to that of an actual factory. Though I'm pretty sure no factory would allow the many blatant vio-

lations of safety standards that are evident here. There's so much slime, not to mention animals in the maintenance tunnels and some mysterious flaming skulls that cause employees to drop dead from sheer fright. Once you get over the fact that a wall texture is used as a door, things get much easier. The ever-present site of barrels is sure to provide some explosive action! You can get the Super shotgun at an annoyingly late period since it's located in the middle of some barrels at the end of a seriously deadly gauntlet. Otherwise, it isn't too hard. Throwing in an easy-to-get Invulnerbility sphere near the end whose only penalty is a Pain Elemental unleashed behind you doesn't exactly help matters. Curiously, you'll only encounter Revenants at the end. A number of odd design decisions, but this still remains a very playable map.

$Easy Map$
by Clippy

Limit-removing. Clippy once again delivers a delightfully playful little collection of sectors, primarily techbase, but with a healthy dose of brick, flesh, and volcanic rock in certain spots as well. On HNTR, there is a Megasphere literally everywhere. On higher difficulties....well, the title is somewhat misleading, though not quite to the degree you might expect. There are some challenging fights that you should watch out for. Central room contains yet more example of Doomcute with a full on set of compouter desks as well as restaurant booths. Ammo, health and armor pickups are also liberally collected together in certain location. As usual, there are several secrets to find, some of which are very tricky and some not so much. I never found out how to get the Megasphere in the central room, and the chainsaw could only be acquired through a ridiculously trick window jump. And don't get me started on the hidden chamber with the cells. Don't think that was worth it.

@Truck Docks@
Tyoeman

Vanilla. A very simple sort of starter map with lots of barrels in the opening room, this one nevertheless makes you feel constantly pressured despite the lack of strong monsters mostly. The key locations are nicely detailed, and the booths are nice details. The last corridor turns the heat up. Finding the secret plasma rifle will speed things up very nicely.

$Poogers
by Meowgi, et al

Boom-compatible. Another brilliant parody megawad has arrived! Consisting of a full 32 maps, the opener where you blow yourself up by rocketing the barrels surrounding you is proof positive of what's headed your way! Prepare to be confused, befuddled, enraged, and enraptured as you deal with tons of slippery sector abuse, Revenant abuse, close-quarters Baron abuse, and all sorts of other situations speedrunners can't stand and casual players will be sure to burst a coronary over! Get it today.

$Doom Shinobi$
by edypagaza

For GZDoom. Ever want to slice and dice your way through demon hoardes as if the power of your ancestors flows furiously through your veins. Shinobi Doom has arrived! Featuring the weapons and actions from the highly-celebrated Sega series of the same name, you are provided with far more options to move around and use the environment than you have before! Probably will break at least some maps, but that may or may not matter, depending on the map. You are also provided with different swords that you can switch between in different situations. Overall, a fantastic mod arguably a little bare bones at the moment, but even more actions and weapons are planned in future release so stay tuned!

@Lil' Sweet@
by kuro_mahoh

Boom-compatible. Cute little short map that packs tons of enemies into the small rooms, yet takes less than 3 minutes to finish. Featuring kuro_mahoh's usual eye for detail, there's not too much going on here, but the one secret here actually managed to feel moderately rewarding. The Pain Elemental felt like a joke placement to be completely honest, but still decent all round.

#Alex D's Megawad with maximum pain#
AlexD

GZDoom. 11-map set that borrows some things from Max Payne. First 4 maps come off like generic starter maps but Map 05 concludes in a apocalyptic hitscanner fight with thugs firing from all the surrounding balconies, Map 06 has many impassible doors and some cool balcony hopping in which = you're more likely than not to assume you'll meet the enemies below and Map 07 turns the action to slaughter-lite, also introducing Serious Sam suicide bombers that mesh surprisingly well with the club track played here. After going through a Map called Tricks and Traps II, a city map, and a map of various mixed temple-esque OTEX textures that probably goes on way too long(and combat is a little bit unsohpsticated), the set concludes in a

Alex D's Megawad with maximum pain by AlexDio

Wolfenstein fortress about as strong of an ending as you could hope. A very strong debut, and looking forward to Alex D' future endeavors.

$Burden of Flesh$
by zVOITTO

7 incredibly well crafted and challenging and difficult maps, utilizing a wide variety of 'danerous aesthetics' (void, hell, temple in the sky and so forth) to completely annhilatate an unaware player. While the first map is something like early Sunlust in difficulty and quite claustrophobic, the follow-up turns the heat up massively and subsequent maps follow the same pattern. Supercharge 2.0 is recommended for those who don't like to spend an hour or more per map.

#You Are Radioactive Now!#
by Albin Persson (Alper002)

Vanilla. Alper002 brings us this delightful little E1M1 replacement that's shockingly difficult! You'll get a rad suit near the beginning, but that'll be the only one unless you're much better at finding secrets than I was. See, Alper springs some incredibly nasty ambushes at you in certain spots. For instance, the first one occurring when you grab the rocket launcher springs Imps and a Baron of Hell from surrounding closets. Approach it the wrong way and you will surely die. Health in the open isn't particularly plentiful either, so some trial and error may be required. It's aesthetically unremarkable ultimately, but no doubt worthy of at least a few plays.

#Looper Trooper#
by KJ Sellberg

For GZDoom. The mapper's 3rd map, this one takes quite an ambitious angle in setting you inside a warehouse with lots of non-Euclidean geometry and leaves you to puzzle out the structure from there. Don't be afraid to jump, you'll need it! For someone who made all secrets untagged to keep immersion, KJ couldn't be both-

ered to replace the music for some reason. But worst is the rather clumsy use of darkness. In the room with the chaingun it's ok, though you may not spot the light switch to the right of the room's entrance. But what is up with that one end of the main warehouse floor with all of the Spectres? That area serves literally zero purpose. Mostly, though, it's just a fine base crawl. The thing that would almost lift this above other maps is the way the place changes as you move through repeatedly.   Normal-appearing floors will start showing larger and larger cracks as Hell completely threatens to swallow your location, with difficulty increasing exponentially as a result. Eventually, you teleport to a possible city with a location rendered in incredibly stark black and white shapes reminiscent of something like Picasso's infamous painting, "The Bombing of Guernica." Or perhaps I'm just excusing KJ's laziness. See, you have nowhere near enough cells to effectively combat the massive hordes which pour instantly upon your location. Just target the Pain Elementals, try not to head to the side that has an Arch-vile lest the map becomes completely unplayable, and do your best to SS the Cacodemons if you haven't found more secrets than I did (two) then maybe go and kill the Arch-vile once you grind them down enough. Then finally, run around the parameter and dispose of the ridiculous amount of spectres and hit all the skull switches to lower the exit teleporter right where the Invulnerbility Sphere, along with one more Arch-vile.

The idea of a dynamic environment is quite excellent, undoubtably, and the conclusion could've been completely epic if there'd been more ammo and considerably less Spectres in the final area. Reportedly though, you aren't meant to kill all of them, but it does make pressing the switches lowering the exit quite hairy.

$Angry Quilt 3$
by Midnight Mage, Violent Beetle, et al

Limit-removing. So this quilt looks very different. In addition to being moldy, this face here is more akin to Butterball and Pinhead. Still, you know the drill. Squares flow into each other far more than they did in Angry Quilt 2, thanks to the spectacularly-rendered woodland theme, courtesy of textures created by Emma Essex! This map's once again boosted by a rip-snorter courtesy of contributor SynDoom! Some square are a little weaker than others I guess. Each square also has a grave with the avatar of the Doomworld member which originally created it, which is a cute and disturbing touch. Standout squares include Clippy's for throwing in some fiendishly clever secrets, Worriedidiot's for being a darkened, but still cool and shocking transition to the last few squares. Weird Sandwich's, for instance, throws in a nasty pop-up Arch-vile when you reach the grave, and continues to harry you with pop-up enemies until you reach the top, hit a switch to reveal the Mancubi and prepare to fight off an incredibly fiercesome, if small, ambush. The exit will open when all Mancubi in the map have been killed. Check it out!

@32 KB, 16 maps@
by breadbunbun

Vanilla. Make as many maps as possible within the 32 KB limit. That was the objective of self-proclaimed newcomer breadbunbun These sorts of tiny maps can be decent in small doses, the trouble being when one person decides to do 16 at once. It's not as if breadbunbun is necessarily worst than more experienced mappers, but if we compare this to the vaguely similar (but no so-restricted) Short Maps for Short People, that took more effort to create compelling combat situations. While this hits the mark sometimes (03, 06, 15), there are some others that are more concerned with spamming monsters in a

Fio by narrowtomato

tight-ass space with minimal ammo and you can barely trigger infighting (13 for instance). Some of them are quite fun, but you might want to play continuous for many of these if you're not so inclined to weapon-scambling.

@Fight Until Completely Killed@
by smeghammer

Plays in GZDoom. Was that acronym accidental? I'm not sure because giving your map the title of a lousy pun will always be an indicator of quality. A sort of tech-y map with a factory-like structure and pools of muddy and chemical-filled water everywhere. Too much narrow space constricts combat in a way that doesn't belong in Doom II. The room with non-damaging water has several raised platforms around each map. Last huge fight is cool but in ultimately too easy.

@Blighted Fate@
by Red77

For GzDoom. So....this is a map. The massive curling room near the beginning of the map makes this seem like it'll be an arena fight, but despite the series of tough combats triggered by hitting the switches around the center, (one including TWO Archviles!), it sort of peters out until you

reach the red key room than shoot some switches to start some fights which feel increasingly grindy with your frankly limited amount of heavy ammo. The last room is kind of nasty (3 Mancubi, 3 Chaingunners and some others) but it feels a little bit of an underwhelming conclusion.

@Hangar in Living Colour@
by bejitas_wrath

GZDoom. An attempt at a more realistic E1M1 which replaces Map 01. It certainly looks impressive; a long runway, a large outdoor area with Megaarmor in the middle of a lake, and a shockingly surreal exit room that has some views of something out of TRON, it definitely looks very pretty. Don't look to this for gameplay and functionality though, because it's quite minimal. Passageways grow smaller and intensity also grows but not to such an extent, you can really say it was all worth it. And don't label the exit switch blue if you don't need a blue key.

#Charred Remains#
by RHhe82

Boom-compatible. Great first map. Smallish indoor affair with lots of neat lighting and detail, with some decent challenge. Not too much though, if the health and ammo lying around are any indication. Still,

your room to move is constricted and even more so by the numerous pools of lava lying around. The only thing I really didn't like was the placement of the switch lowering the platform with the yellow key in a previous room.

$Oripathy$
by Origamyde

Boom-compatible. Cool speedmaps. First 2 are nothing special, but they become much more stimulating starting around Map 03 and from that point never lets up. Map 04 has some cool instinctive navigating by circling around as you open more areas and raise a bridge to the exit! Map 05 is maybe slightly harder overall until you kill the Cyberdemon in the hallway and are forced to fight off Hell Knights and Revenants in a hallway where little room. While these maps are certainly balanced for pistol starting, playing continuously won't make the maps significantly less fun, though most of the more difficult maps will probably be better if you pistol-start (though I'm not even sure I picked up a rocket launcher in the last few maps, yet, it's hard to imagine how you're supposed to handle the above-mentioned trap in Map 05 without one.

#Fio#
by narrowtomato

Boom-compatible. Short, but very cute, little map, containing a cool little slime cavern, a cool little water cavern and most humoursly, a Mancubi probably being tended to by two sergeant computer techs next to a blue card. Could he not get it too work? I'm not sure, but I enjoyed this one quite a bit, despite not being too difficult.

Doom Community
ART GALLERY

Showcasing the amazing creativity of multi-talented doomers!

UAC

Art by Morbite

Ralsei as Doomguy by Johnny Cruelty/Ltnumbnutsthesecond

Art by Johnny Cruelty/
Ltnumbnutsthesecond
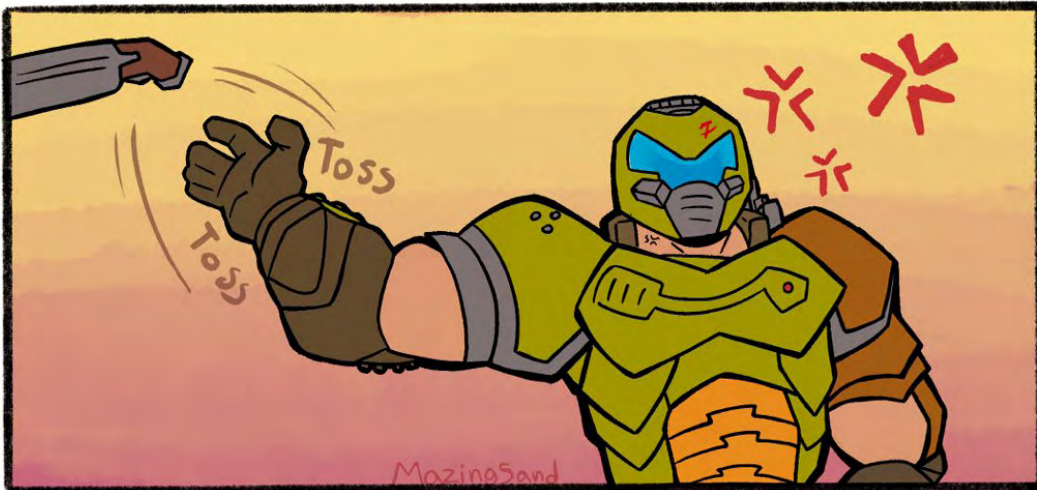
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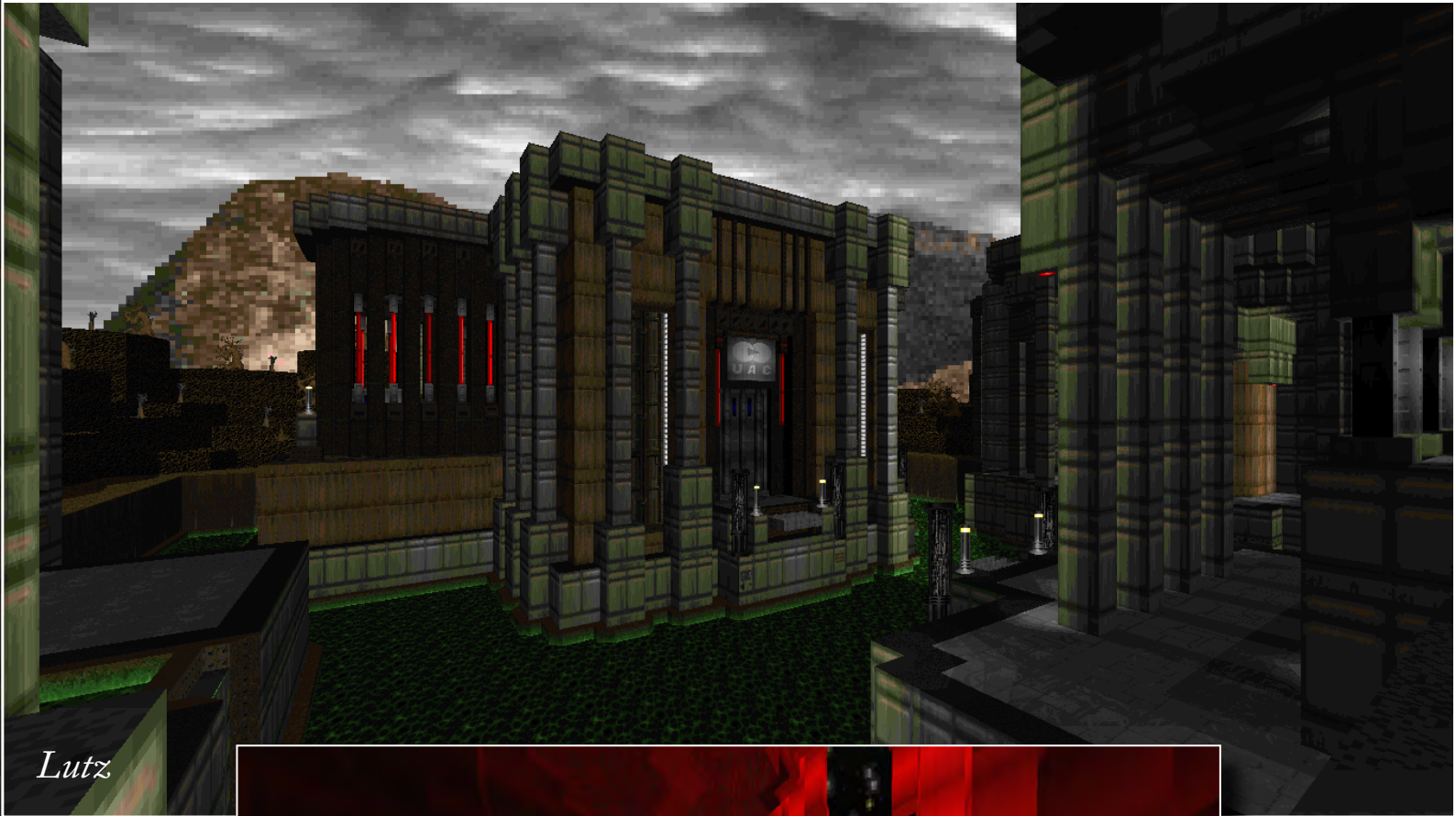
PICTURES
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Omniarch
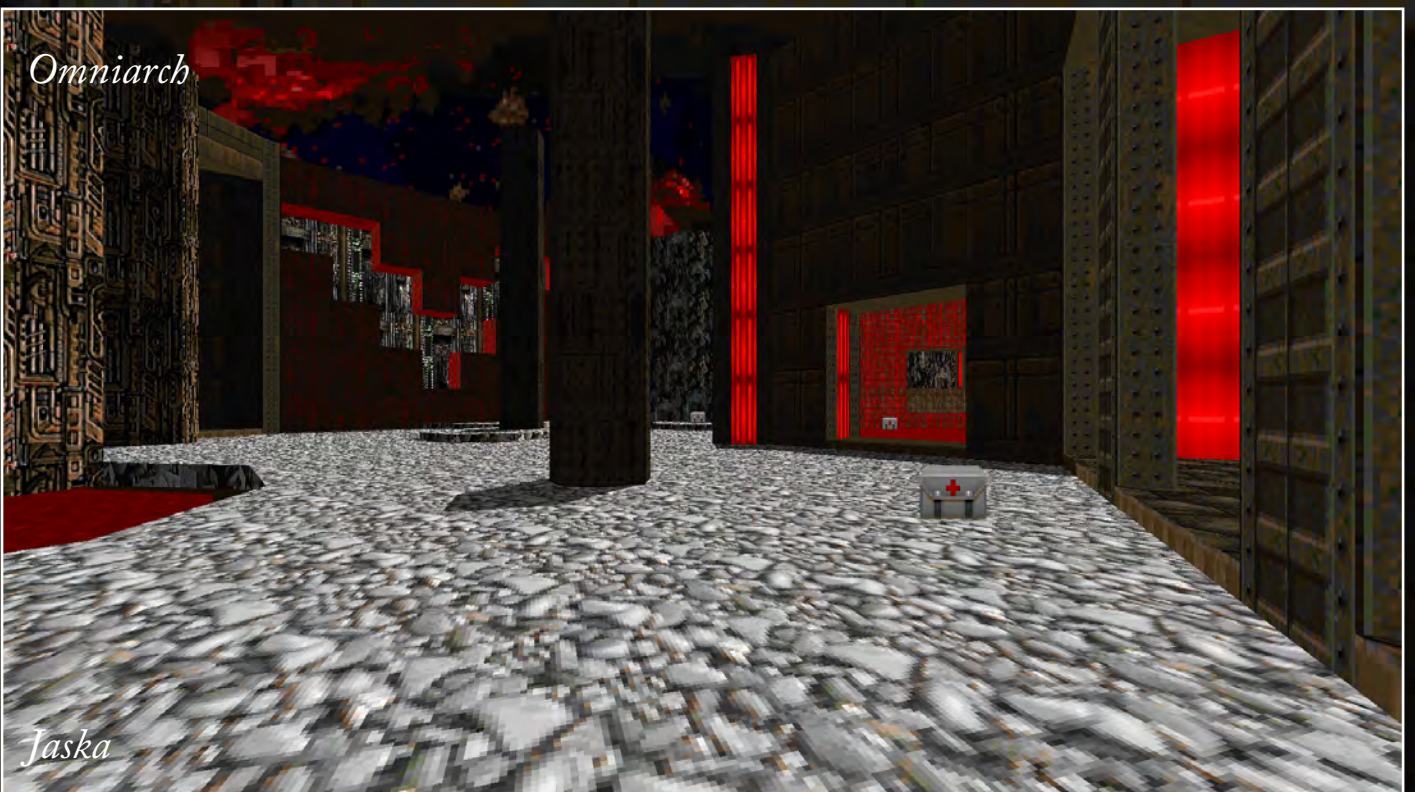
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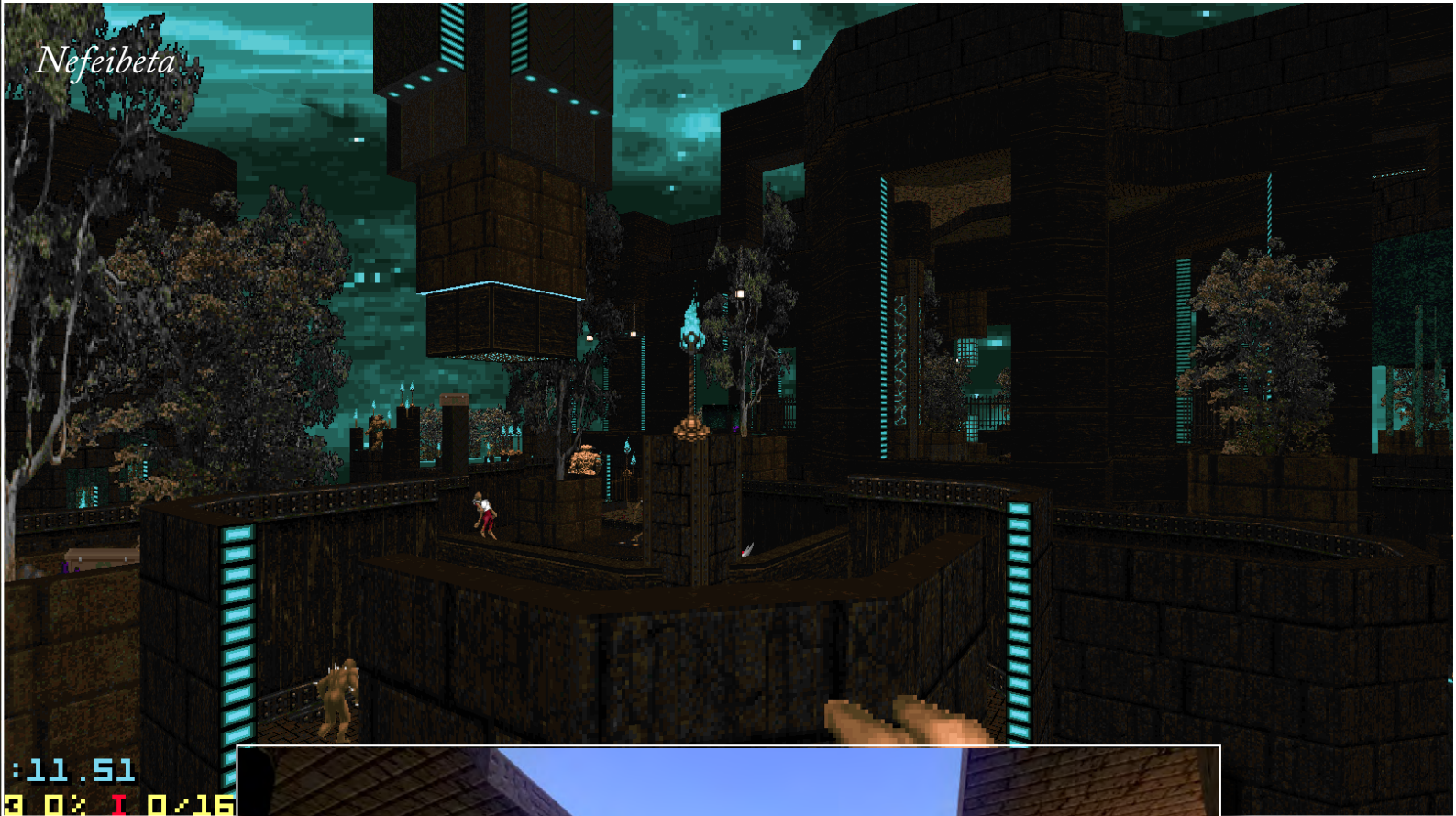
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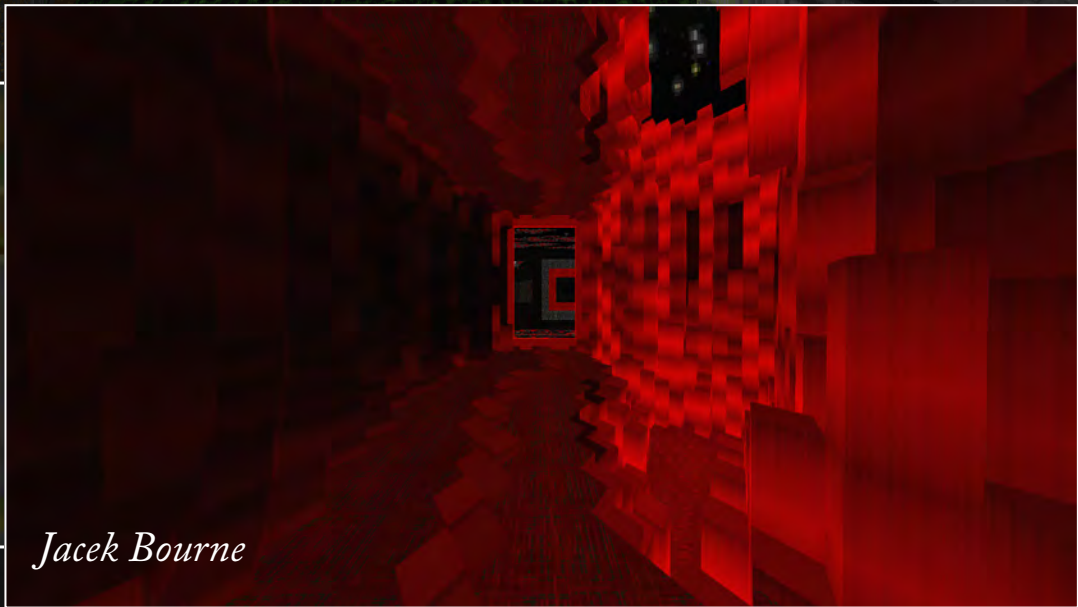
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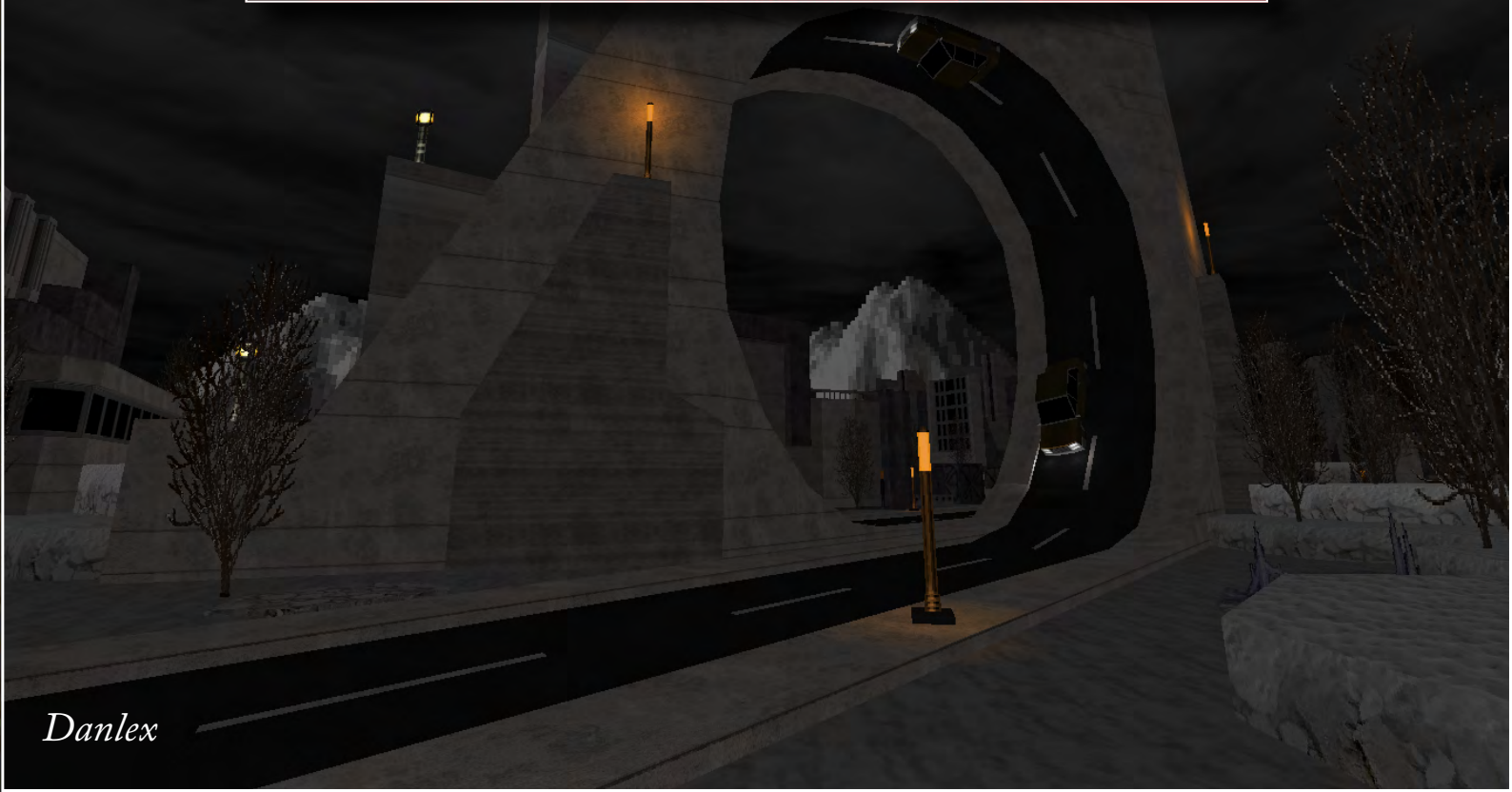
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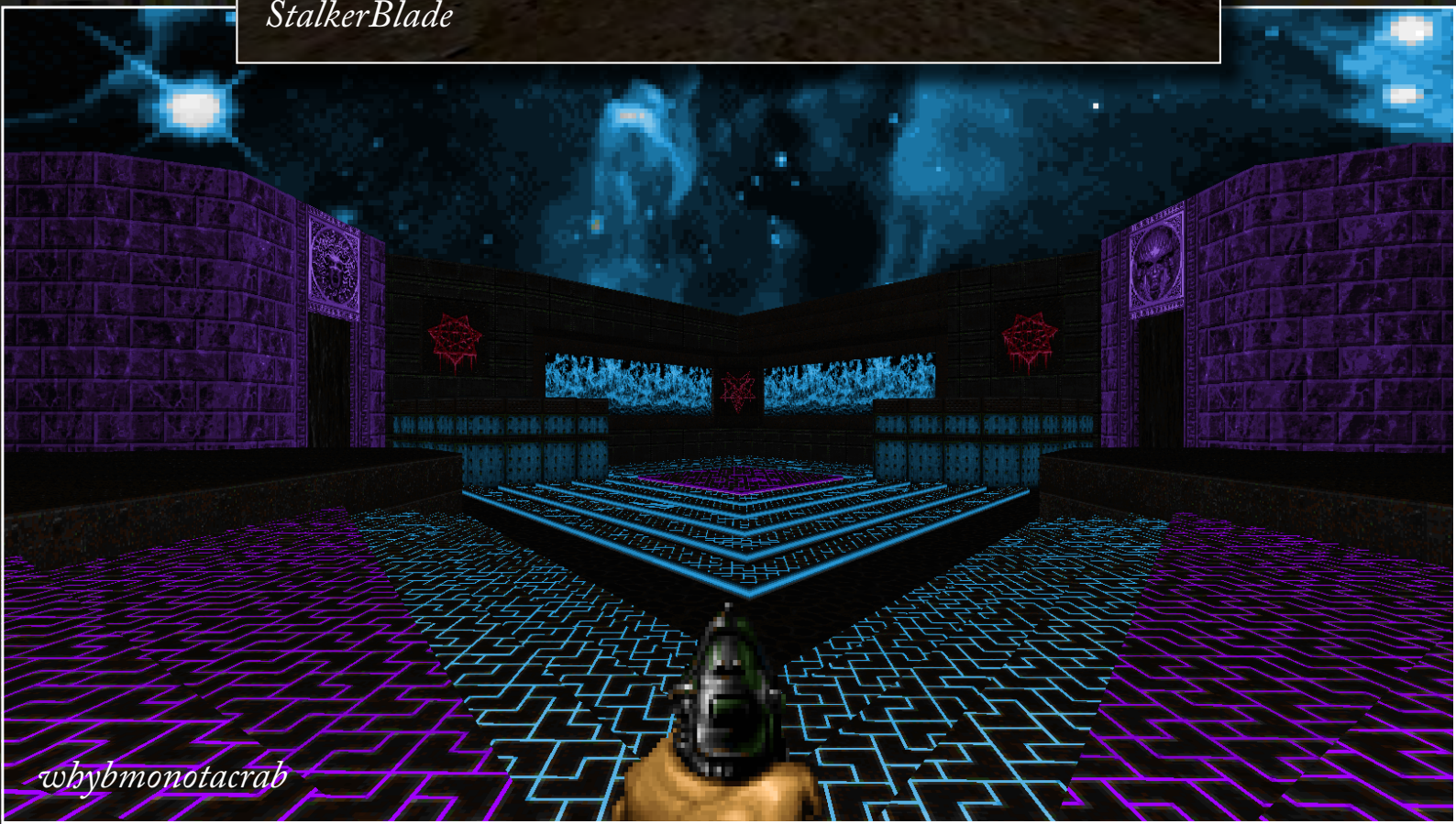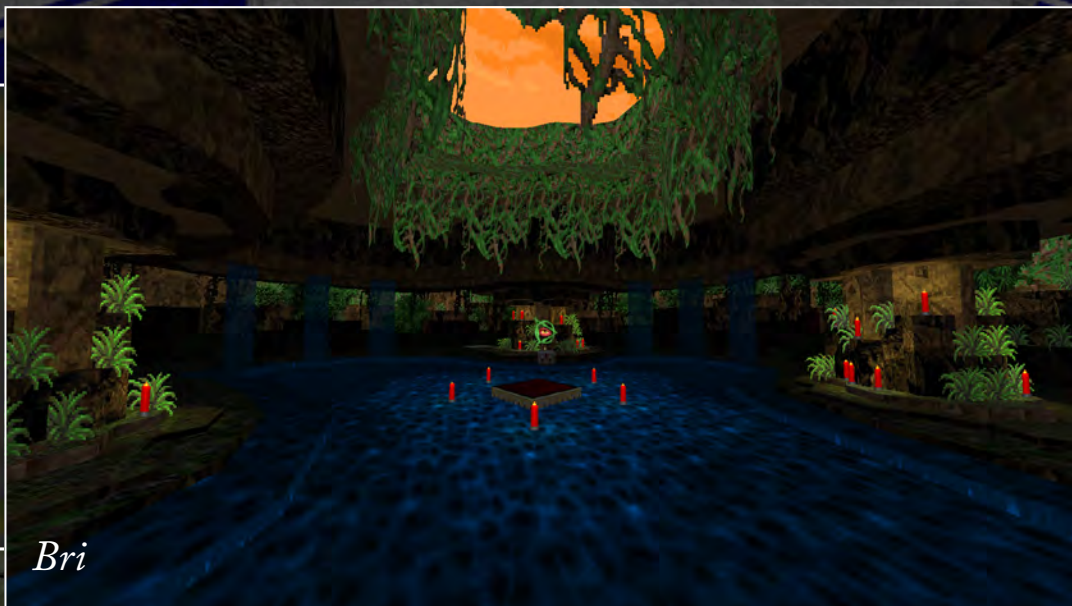
StalkerBlade

whybmonotacrab

Gaia74

Bri

Bri

Big Ol Billy

Misty

cannonball