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THE DOOM MASTER

WADAZINE

ISSUE 14
SEPTEMBER 2021



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BACK TO SATURN X EPISODE 1 | BETA 64 | MEAN GREEN 2
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Turbo Charged Game Gears by RetroSix. Find out more on pg. 10

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WHO ARE WE AND WHAT DO WE DO?



Endless

Editor-in-chief, writer & creator.

With a little enthusiasm and a lot of craziness, Endless started the Doom Master Wadazine in 2020 with a dream: to revive the glory of the magazines of yesteryear and encourage community literature. Now, lifeless and devoted to Doom, he is a slave to the infernal overlords and works day and night to bring you the best WAD reviews with dubious holiness in all Doom glory! Oh, and some articles too. He has no self-control, by the way. Like, seriously, not at all.



4MaTC

Graphic designer, community mod & editor.

The man, the myth, the legend, the Russian bear. 4MaTC is a retro lover and multitalented community member that was among the first ones to join the Wadazine. His expertise goes beyond Wadazine work and he's proven a valuable member as a fantastical map maker, project manager and also an occult texture artist. A wild card in the night. Legend says the he was born during the dark age of snow.



Nikoxenos

Graphic designer, editor & writer.

If you want a nerd battle, Nikoxenos is your man. A passionate doomer and expert graphic designer, Nikoxenos was also one of the very first members to join the Wadazine. This Canadian beast works with sheer passion not only on graphic design, but also as a community manager, mapper and active cool dude. A big Gundam fan too, so you know he's onto something. The legend says he was also born during the dark age of snow. Spooky.



Gaia74

Community mod & writer.

Passionate as a lover and immersed in the world of modding. Gaia74 was one of the first contributors and sponsors of the Wadazine. Leader of the Latin community, this guy knows how to put the spicy in the good and the good in the great. He is not only a mod writer and reviewer, but also a modder with diverse knowledge in the dark arts of coding and a great helper during Wadazine events.



Mistress Remilia

Community mod & project manager.

Remilia doesn't need an introduction. If you're into Doom, you've heard about her legendary name. An award-winning author and prodigious programmer, there is nothing Remilia doesn't know how to do. A superb map maker, music composer, programmer, polyglot and Touhou lover, she was one of the first members to fervently support the Wadazine, and is also the organizer of the WMC, where she works pure magic in managing and compiling our projects. A heroine to our community and multitalented artist. Also, very chill. Nice.



Immorpher

Writer & community supporter.

A man with no equal. Immorpher is the Doom 64 sage and one of our best writers out there. Full of secret knowledge, occult wisdom and an uncontrollable love for Doom 64, Immorph has showed the world the greatest articles of the Wadazine. He's also a magnificent music composer and overall, one of our greatest supporters in the community.



Arrowhead

Editor & project manager.

Our newest member and one of our most enthusiastic editors! Arrowhead feeds on write-ups and is always open to help out with the godly task of editing in sheer minutes! He holds the record for fastest proof-reader and coolest newcomer. He's also a passionate WAD lover and helps out managing the Wadarcheology project like no other. Oh, and he's also an extremely prolific deathmatch mapper. This dude is just too awesome. Plus, he likes plants. A lot.

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WRITERS OF THIS EPIC ISSUE:

Endless
LadyMistDragon
TheNoob_Gamer
TheGreenZap
Roebloz
Nikoxenos
Chip
Immorpher
Eric Claus

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



INTRODUCTION

The gates of hell open once again to welcome the masters of **Doom**. Behold, our 14th edition, full of curses, spells, demons and many more things that your mom probably won't like. Nah, not really. Ehem, welcome to the new edition of the fantastic *Doom Master Wadazine*! Your #1 companion to everything **Doom** related, from the depths of lost knowledge to the latest community news. You'll find the best of the best, only here, at the *Wadazine*.

This is probably one of our thickest editions in content and most fantastic in quality. With a diverse gallery of **Doom** dedications, you will find new and fascinating reviews of different WADs recommended to give you a good taste of this adventure, and at the same time, a great collection of selected and carefully written articles to entertain you in this literary world, and at the same time serve as a guide in the deep knowledge of this fascinating game. Do you like WADs? You will find what you need. Do you like *retro? Classic?* Then you are in for a great surprise in a world of archaeological adventures. Do you enjoy technical knowledge? A handful of articles are ready to educate you. Want to discover new things? Here you will find them. Everything we have here to present has been made with love, dedication, patience and a high passion for this community. We hope you enjoy it all while playing **Doom**, dear doomer! Now, let's read *Wadazine #14*.

– Endless

EDITOR-IN-CHIEF

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ROEBLOZ'S CONSOLE DOOM CHRONICLES

JAGUAR DOOM



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Welcome again my fellow refined demons, for the third edition of *Roebloz's Console Doom Chronicles*. This time, we shall talk about the development of probably the most important port of them all: The **Jaguar Doom** port.

A Very Special Development

Most **Console Doom** ports I have talked about (Well, 3 of them) were made partially or entirely by third-party developers. (Basically, not *iD Software*) Well, there is one exception to this rule. **Jaguar Doom** was made in house by *iD* themselves- **Doom 32x** was also arguably made in-house due to early **Jaguar Doom** remnants in prototypes and the final release, but things like the music and such were handled by *SEGA* by the looks of things.



JAGUAR
64-BIT

INTERACTIVE MULTIMEDIA CARTRIDGE



Ah yes, the limitations. You see, the Jaguar was pretty much *Atari's* last stand against the console giants that were *SEGA* and Nintendo at the time. The Jaguar was advertised as the world's first 64-bit console, however due to the fact that the *Jaguar* was was neither truly 32-bit or 64-bit entirely, the system was pretty much just 32-bit. So, what does this have to do with **Doom**? Well, this mishmash of hardware made developing for the *Jaguar* very hard compared to other consoles at the time (which can also explain why the *Jaguar* crashed and burned in the end) and so, our poor old **Doom** had to suffer. Unlike the *32x* port which was developed at the same time and seemed to be on its way to be PC-accurate (a plan which was dropped due to the game needing to be ready for the *32x's* launch) **Jaguar Doom** had no hope for that to happen. And so, the infamous *"brown Doom"* was born. The level geometry itself was also simplified, but the most noticeable change with **Jaguar Doom** was the texturing which was given a **Doom 2** theme-which, by the way, was still under development at the time, interestingly led to some textures and the flaming barrel making its way to every **Jaguar Doom**-based port. You can read more about that in the *32x* article from a few issues ago though

Now, you do not need pretty textures for **Doom** to be enjoyable. All you need are those rocking songs with definitely no stolen riffs from popular rock artists by *Bobby Prince,* or those creepy ambiance tunes seen in **PSX Doom** and **Saturn Doom** by *Aubrey Hodges*. Well guess what? You got none of that here. Yup. Because *iD* decided to use the *Jaguar's DSP chip* for collision (when it's also responsible for playing music) and that it takes up too much cycles, you only have sounds during levels. The music DOES play during the intermission screen, (with different songs for each level) but it's a mess of quacks. On *32x*, you get farts and on *Jaguar,* you get quacks. While this does not seem like that much of a problem, (after all like *Derek* from *SSFF* and *James Rolfe* from *AVGN* mentioned, you can just put a *Cannibal Corpse* CD in the background) however when you realize even the worst ports (*3DO* and *Saturn*) had music in them, and that the most technologically impressive port (*SNES*) also had music, you start to wonder how terrible the *Jaguar* is.

And yet, despite all these problems, this port is well remembered even today. For some people, it may have been their first experience with the game, and for others, they still remember the maps from playing another one of the 90's ports. In fact if you think about it, considering how this port led to so many others including the *PSX* port, which ended up being the cause of arguably the true *Doom 3*, (**Doom 64**) you can say **Jaguar Doom** was the greatest amount of impact the Jaguar ever did on the world of gaming as a whole.

And as such, I have to tip my hat to the first console port of **Doom**. In fact, I am not the only one to have done so.

James Haley, more commonly known as *Quasar*, created from the released source code of **Jaguar Doom** the first console **Doom** source port: *Calico*. It is essentially a faithful port of **Jaguar Doom** to the PC, allowing you to play Jaguar Doom without an emulator (given you provide the required ROM) You can think of it as the *Chocolate Doom* of **Jaguar Doom**.

Well, I believe this sums it up. **Jaguar Doom** was an important port for **Doom,** as it led to other great things after. I hope you enjoyed reading this, fellow refined demon. This is *Roebloz*, signing off.

By Roebloz

ROEBLOZ'S CONSOLE DOOM CHRONICLES



Oh yeah. Not one, not two, but two *Console Doom Chronicles* this issue. Why, you may ask? Well, the *Development of Jaguar Doom* chronicle was intended for the last issue, however due to an overload of entries it got moved to this one. But, I still wanted to cover **SNES Doom's** development so here we are. Enjoy this double feature, my fellow refined demons.

SNES Doom is arguably the oddest of all the **Console Doom** ports. Firstly, the game uses maps directly based off the *PC* version instead of the *Jaguar* version of the maps, already making it a more accurate port the *Jaguar*-based ports of the era. Also, it features the Cyberdemon and Spider Mastermind, which were also missing from said **Jaguar**-based ports. And not only that, it has native support for the *XBAND* modem allowing you to play deathmatch on it over the internet?! How could a port running on a 16-bit console manage to be more accurate than the *PSX* port?! Well, it's because this port is like **Doom 2 GBA**: It isn't using the **Doom** engine.



The **Doom** engine required a *386* computer at the time to be able to run, and a *486* to be able to run at full performance. Needless to say, the poor little *SNES* cannot handle that. However, that's where the port's programmer, *Randy Linden*, comes in. While the *SuperFX 2* chip isn't enough to make Doom run on the *SNES*, it was perfect for *Randy's* new **Doom**-like engine: *The Reality Engine*. While it couldn't handle textured floors or ceilings and couldn't run in full screen, it was perfect for running **Doom** on the *SNES*. In fact, the engine is so robust, it is able to handle the likes of ***Plutonia's Go 2 It!*** (With a little help and no **Doom 2** monsters however).



Go 2 It's courtyard in an SNES Doom ROM Hack by Roebloz

But how did this port come to be? Well, this is where it gets juicy. Enter *Randy Linden*, most known for his work on the *Bleem!* project. *Randy* was, and still is a

Doom fan (he even agreed to do an interview for issue #2 with me). And one day for some reason, he decides: I will port **Doom** to the *SNES*. That's right. **SNES Doom** was at first a homebrew for the *SNES*...Before the *SNES* ended manufacturing! And just like that, he started to work on the port. Now, this wasn't going to be as easy as your average "Can it run **Doom?**" port. See, this is 1995 we are talking about. The **Doom** source code would not be released to the public for another 2 years. And as such, to understand the lump format used by the game, *Randy* studied the now-historical *Unofficial Doom Specs*. However, before doing so, he would need to write some stuff to actually make the game. Due to the lack of development kits for the *SuperFX* chip, he wrote his own suite of tools on his *Amiga* called the *ACCESS*, composed of an assembler, linker, and a debugger. As for the hardware he would need, he used a hacked *Star Fox* cartridge, a pair of modified *SNES* controllers to plug inside the *Amiga* computer with a serial protocol to link the two devices. Once all of that was done, he extracted everything from the IWAD, and implemented what he could. Once *Randy* had a working prototype, he showed it off to his coworkers at *Sculptured Software*. And well, they liked it enough for them to help him finish development. How that they wanted to release it to the public, they went to id, showed it and said *"Doom on the SNES?"* and right after that the id guys said *"Hell Yeah!"* And thus, *Randy Linden* managed to turn his homebrew into an official product. So that is how **Doom** came on the *SNES*, and while it wasn't the greatest one to play, it definitely was the most technologically impressive port of the early 90's. And now with the source code released, you bet that there will be some **SNES Doom** source ports eventually.

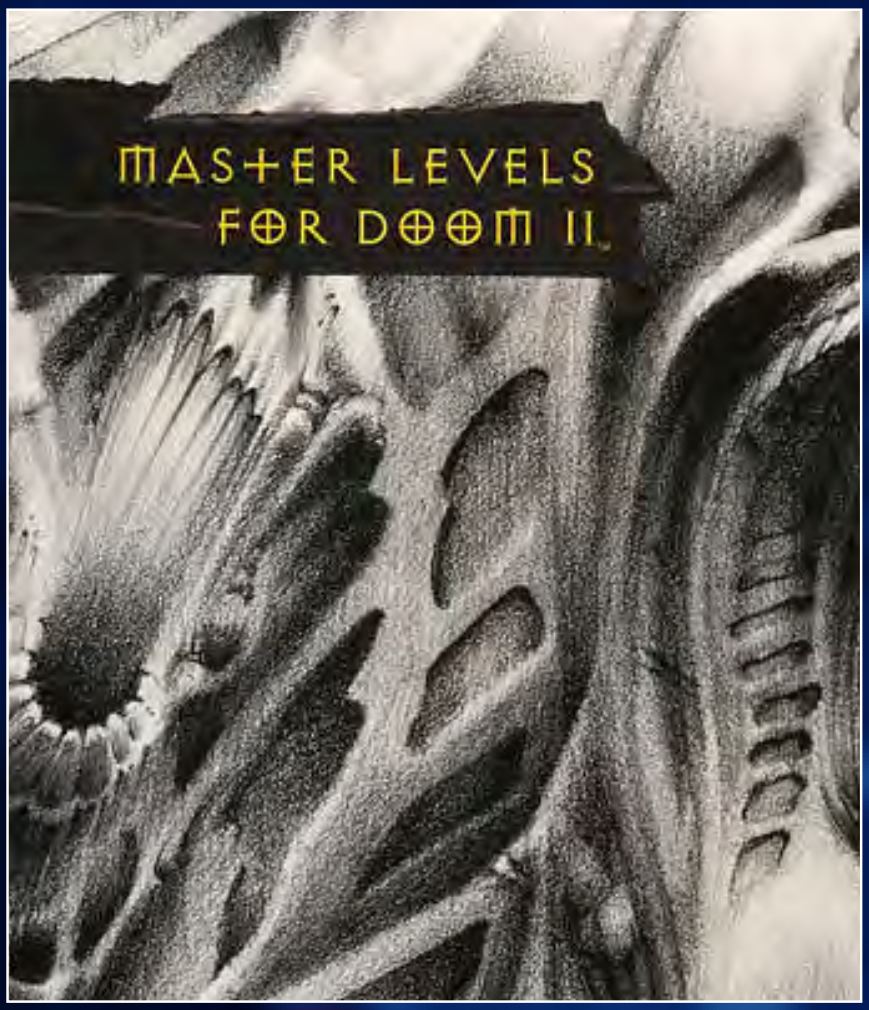
If you want to see some impressive stuff relating to *Doom SNES ROM Hacks*, check out *Cacodemontube's* Youtube channel, he did some pretty impressive stuff (Sometimes with my help) like porting E4M8 to **SNES Doom**.

Anyway this is *Roebloz*, signing off for real.

Next stop: ***PSX!!!***




MAXIMUM
ONE YOUTUBER'S QUEST TO COMPLETE MAXIMUM DOOM
PAIN
INTERVIEW WITH KES GAMING



Maximum Doom was officially released as a bonus with the Master Levels for Doom II in '95.

THE WORD "RENAISSANCE" is thrown around the **Doom** community a lot lately. It seems Doomers are reassessing the entire franchise with titles like **Doom 64** being hailed as overlooked classics. Curiously another black sheep of **Doom** has stepped back onto the stage: **Maximum Doom**. Released as a free pack in with the **Master Levels for Doom II**, **Maximum Doom** is a huge collection of classic pwads downloaded from the pre-1996 days of the Internet, with almost no filter. When I say huge collection, I mean 3,487 levels. Yikes.

At it's best **Maximum Doom** is a snapshot of the birth of the **Doom** modding community, and at it's worse it is some little kid's first map. Quality ranges from well-known maps by famous designers like *Dr. Sleep* and *American McGee* to maps by self-proclaimed *"Doom Gods"* in grade school. Broken **Doom 1** conversions and duplicate maps hide around every corner. Text files can contain anything from a strange anecdote to a terrorist manifesto- if there even is a text file for any given wad at all.

Just cataloging what is on the **Maximum Doom** disc is difficult and exhausting, it seems very improbable that anyone could play through it. Certainly whoever put this collection together at id Software didn't fully play it! To do so would be crazy... And yet there are inexplicably crazy people in the world. People who set out not only to play every wad in **Maximum Doom**, but to beat them.

Enter *Kes Gaming* - a completionist Youtube streamer with a couple of thousand subs. Fresh off of beating **Ultimate Doom** and **Doom 2** on stream, he set his sights inexplicably on **Maximum Doom**. We caught up with him to check in on his mental health and wellbeing.

INTERVIEW

W: Tell us a bit about yourself and how you first got into **Doom**. How long have you been playing?

Kes: I've actually only been playing Doom for about a year now, and started Maximum Doom about 2-3 months into that. I got started on Doom because one of my viewers bought be Doom 2016 for Christmas in 2019, and I made a poll in April of the following year asking what game I should start streaming next, and Doom won the poll. As I usually do, I decided to go back and start with the older Doom titles and work my way up to the present. As you can see, I'm still working on it, xD.

W: Why did you decide to stream **Maximum Doom** in it's entirety?

Kes: Once I learned that it was technically an official Doom release, I felt that I basically had to. Skipping it would have felt wrong. Add to that that no one has ever put it all on YouTube before? I mean come on, how often do you have the chance as a creator to do something no one has ever done before, especially in the gaming landscape? Lifetime opportunity I say!

W: What are the "rules" for your play through? Saving OK, playing with other mods on etc. What happens when a map is broken? You have picked up *SLADE* a little, tell us about that...

Kes: The general rule is that I have to make my best attempt to beat every level, and do so legitimately. The exceptions to that rule come when the levels present don't have a way to "beat" them. Some maps the mapper forgot to put an exit in, or he did and it was broken. Some maps exits were broken when the level was converted from Doom 1 to Doom 2, especially the 666 tag that makes walls lower, like in E1M8. Other maps are deathmatch, and have no enemies or exits. At first, I just explored those and called it a day, but then I thought "wait, I have people watching who would probably do deathmatch with me." So, I then learned how to host a server, and what port forwarding was, and that became a staple of the series ever since. I also sometimes skip levels, if I have played them before, which happens more than you might think. Maximum Doom is FULL of repeats!

I save a lot in Maximum Doom, probably more than I should. People get mad at me, call me a save scummer. I won't play with any gameplay mods, but I DO occasionally use various graphics mods to help mix it up.

If a map is broken... well, I try to do it legitimately as much as I can. If it is impossible to do it legitimately, I will do illegitimately. If that's not happening, I close the level, curse the prepubescent author, and move on. I also often turn on the automap cheat, to help me not get so lost. I don't use any other cheats like god mode or anything, unless some conversion has made progression entirely impossible without it.

Slade... one of my viewers told me he could open levels up and figure out which buttons had effects on which walls, doors, etc... I immediately knew I needed to check that out! It has so many times helped me when I thought the level was basically broken, but it turned out, it had some stupid secret switch tucked in an odd corner.

"How often do you have the chance as a creator to do something no one has ever done before, especially in the gaming landscape? Lifetime opportunity I say!"

W: Are you surprised how long **Maximum Doom** is taking?

Kes: Not really, no. I figured it would take about a year, and so far, it looks like that will be a fair guess. I still have a couple of months until then, and we have less than 1k to go, and probably a lot of repeats ahead. Plus, I've taken a break from this series, sometimes for a month or two at a time, because the burnout is real.

W: How do you get through those awful maps that just won't end?

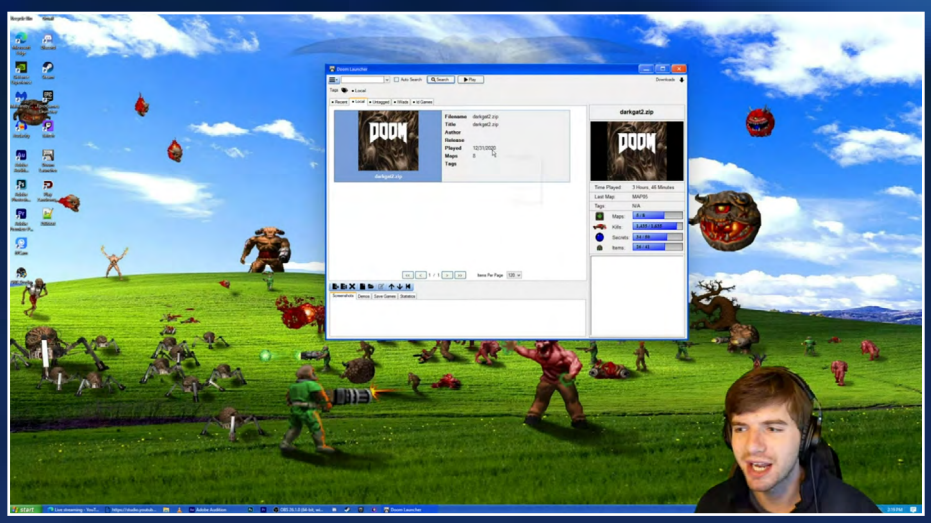
Kes: Pray for patience, make fun of the level, smoke some hemp.... not much more you can do really.

W: After seeing so many amateur maps, what are your least favorite mapping tropes? Crushing ceilings? Mazes?

Kes: Nah, screw mazes and crushing ceilings, let's talk about the real demons here: bloody hidden switches! I can't tell you how many times I've come to some locked door, with no obvious solution, roamed around for a good 10 minutes, only to open SLADE and come to find out that some unmarked wall texture was the true hero of the hour. Like seriously, who the hell thought that was acceptable?

W: How does *Tarnsman* figure into all of this?

Kes: Lol, I often joke that I have a running rivalry with Tarnsman, but I seriously doubt he even knows I exist. When I was





initially doing research for my Maximum Doom series, I come to find that he is the only one who recorded himself playing through the whole thing. Or at least... sort of. He skipped a lot of stuff, gave up on finding a legit way a little more early on then I liked to see (though I couldn't blame him) and only did the Doom 2 levels. He didn't touch the Doom 1 levels until write after I started doing the series (coincidence? I think not!)

I'm just going to say it right now: Tarnsman needs just to turn around and let everyone represent

W: The big question... Is **Maximum Doom** worth playing over 25 years later?

Kes: Absolutely. Playing it has made me a far better Doom player, and deepened my appreciation for modern Doom creations in a way nothing else ever could. I also think it needs a Steam port with an achievement for every level, but I doubt we'll ever see that.

W: What have been some of the highlights in **Maximum Doom?** Give me a top 5.

Kes: The very first WAD, 1on1.wad is a great introduction. Star wars music, a fun short map with a simple layout. YaksWorld. wad sticks out in my memory as clever, though the sound mods got annoying very quickly. A few of the Dwango wads are in here, they are excellent for Deathmatch. I don't know, even browsing through the folder right now, I can't think of any that stick out in my mind as super great. They exist, don't get me wrong, I just don't remember most of their names. Stuff like Megawatt.wad and Warehouse.wad were fun to, the first time, but not the 8th.

W: Bottom 5. How about the best of the worst?

Kes: Bottom 5 is a lot easier to remember, xD. Let's talk about Nick.wad. A tiny, empty (deathmatch?) level with 4 rooms. 2 are accessible to one another, the third is locked. If you spawn in there, you are stuck in there. There's also a room with an exit wall in it, but you can't spawn in there, and there is no door to get their either. I don't even know what the hell this is. The dm2pak wads.... just all of them. Lazy compilations of so many of the same old maps you've already played a billion times. So many crappy e1m1 remakes too. Some unredeeming, circle-room-style level with long hallways whose claim to fame is that it has topless chicks in it, 6 of them, hidden around the level. Oh, and worst of all: darkgat2.wad, a broken conversion of the playable, but oh so terrible darkgate.wad. This 8 level wad has it all: confusing progression, buttons and walking activations that make no sense, doors that only open once and then shut forever.... it doesn't get any worse than this. Expect to spend 6 times as long on these levels than the average level in the collection, and hating every moment of it.

W: Do you ever feel **Doom** burnout?

Kes: Doom burnout pops up occasionally. I find it helps to take a break once in awhile, and play something else for a bit. And besides Maximum Doom, I currently have been playing a few other, more modern community made mods, and have had a lot of fun with them.

W: Why are you doing this to yourself?

Kes: What can I say mate, I'm a bloody completionist.... I finish stuff, no matter how painful it may be.

W: What's next for your channel, more **Doom** in the future?

Kes: Oh yeah, tons of Doom content is coming. After I'm done with Maximum Doom, I'm going to play Final Doom, then Doom 64. After that, it is on to the "new generation" of Doom games. But if you think I'm done with classic Doom, you are sadly mistaken. I have over 850 mods and counting that I plan on covering on the channel. We will have a lot of Doom, for a long time.

Thanks to *Kes* for taking time to talk **Doom** with us!

WATCH IT ON YouTube

Version 4.01 [en]-97165 - Netscape

File Edit View Go Communicator Help

Back Forward Reload Home Search Guide Print Security Stop

IcarusWeb

(IcarusWeb's Logo, probably designed by Maxer and Old School Doomers, who were credited for the Quake 3 Marine at the top of the page.)

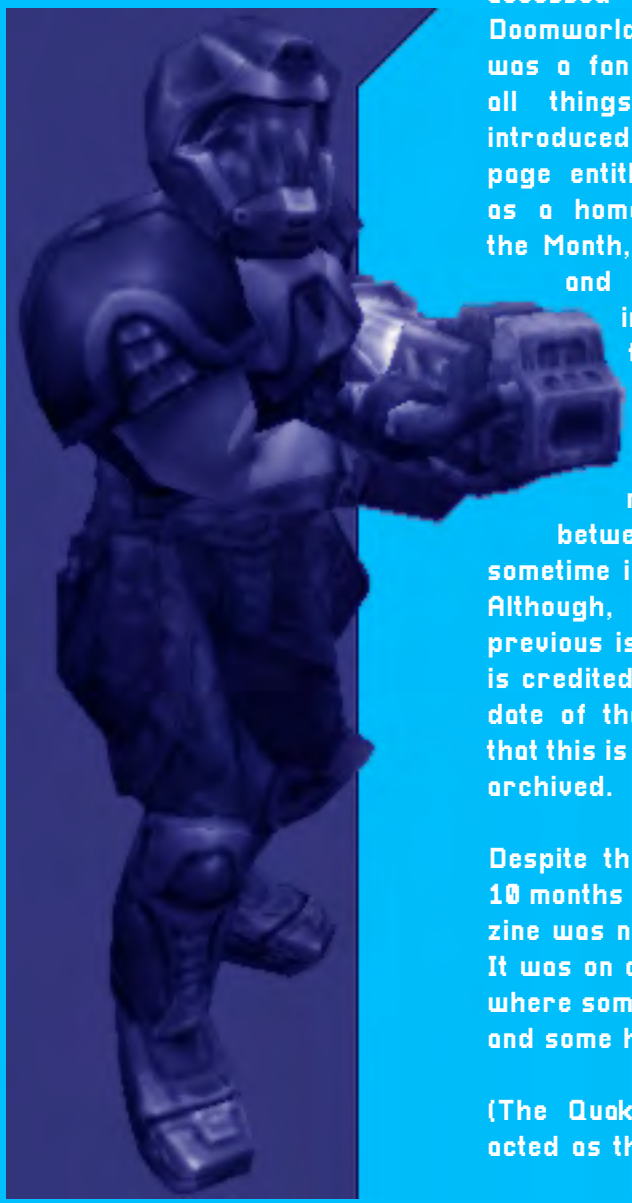
Doom's FIRST FANZINE

article by chip

It is commonly assumed that the Doom Master Wadazine is the only online fan Mag dedicated to Doom that has existed.

Well, guess what?

There once existed another DOOM Webzine!



Yep, you read that right! Back in May of 2000, over 21 years ago, a friend and unregistered user of Doomworld named IcarusWing created a website called IcarusWeb.

IcarusWeb was hosted by Doomworld. and could be accessed through the old Doomworld Website. IcarusWeb was a fan E-zine dedicated to all things Doom. IcarusWeb introduced every issue with a page entitled 'editorial', acting as a homepage. A Picture of the Month, Interviews, articles, and reviews were also included and acted as the main purpose of the zine.

IcarusWeb only ran for 10 issues between January 2000 to sometime in November of 2000. Although, when visiting the previous issues page, May 17th is credited as being the ignition date of the site. It is possible that this is when the pages were archived.

Despite the series running for 10 months and for 10 issues, the zine was not published monthly. It was on an irregular schedule where some months had no zine, and some had more than 1.

(The Quake 3 Arena Doomguy acted as the mascot of the site. Given to IcarusWing by Maxer and the Old School Doomers)

Not much is known about IcarusWeb beyond what is presented on the site. The website is the epitome of the early 2000s. The website is the epitome of the early 2000s. The page itself is a bit of an eyesore, it is almost all blue besides the writing and the pictures. Although it is probably impossible to find any credits on the site, IcarusWing was not the only person who worked on the articles. A praised Doomworld member and mapper named Wildman worked with IcarusWing on the website, writing articles and reviews for it, and ended up getting interviewed himself! Wildman posted one of his articles on Doomworld separate from the magazine, which he assumed would continue, but the article was posted after the E-zine ended. It is believed that a few admins worked on the E-Zine due to their constant promotion of the E-zine and probably many others from the Doomworld community. IcarusWing gives an email at the bottom of its editorial page to send your articles to, so it was very much a community fan-zine, just like the Doom Master Wadazine you read right now.

Just like Doomworld in its early days, IcarusWeb was weird. It was full of jokes and sophomoric behavior all over the site, almost as if it was written by a group of 10-year-olds.

Navigation through the site is a bit strange. They updated the zine with every new issue, so if you go to the first issue (which will be explained how to get access in a second), tapping most links will usually bring you back to the 10th issue and its content.

In the index, the first 2 options you see under the Regulars sub-section are editorial and POTM. As stated earlier, the editorial is just the homepage. POTM is the picture of the month, which is also viewable on the editorial page. In many issues, the Picture of the Month does not carry over, and you can only see the final picture of the Hissy plush. Some issues like #8 are pretty intact, so some other issues still have their Pictures of the Month included. After checking out and salivating over both the editorial and the Picture of the month, you will make your way down and you'll find all the other article goodness (or crappiness) from issue 10. This includes 3 articles under the 'Features' section and 4 reviews under the (perfectly titled) 'Reviews' section.



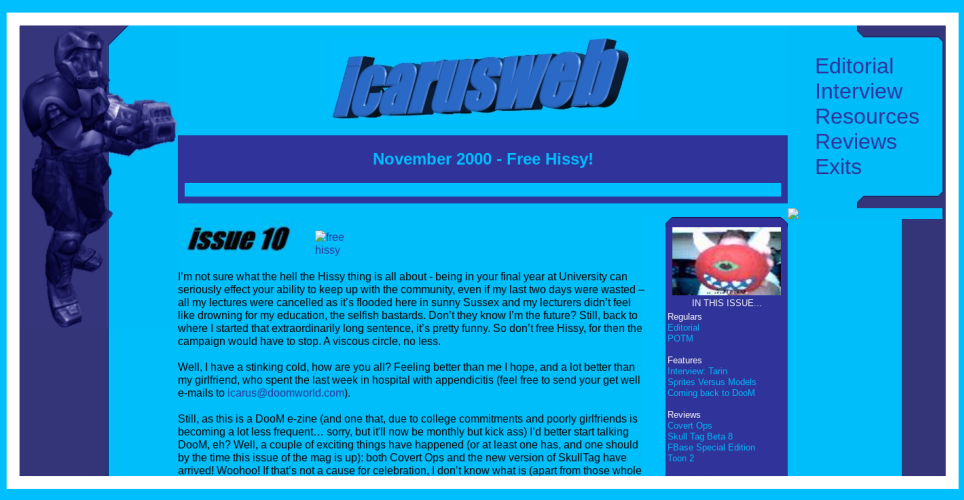
(Despite not being exactly appealing to the eyes, IcarusWeb did photoshop its own graphics, though they were likely made by Wing himself).

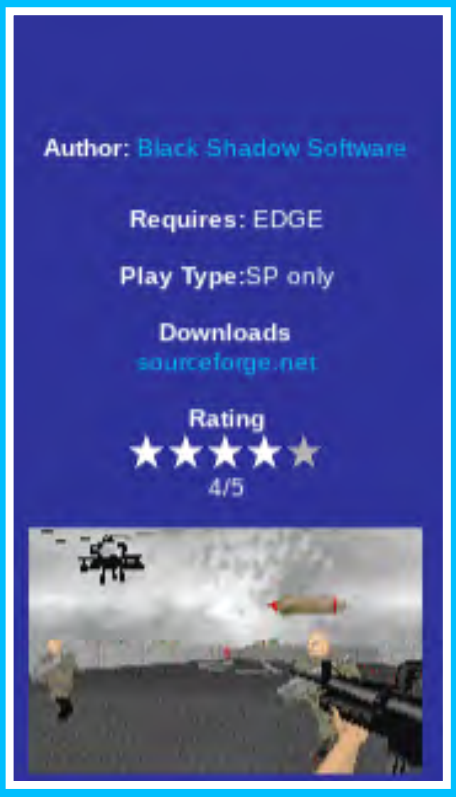
Some of these WADs (or more likely one of them) might sound familiar to you, that's because IcarusWeb surprisingly did their work, and included a selection of all the best and worst WADs of that post month, to show the reader which WADs they should play, and which they should avoid.

At the very bottom of the index, under the 'Other Stuff' section, you can choose to read past issues or send a 'Get well Soon' Message to (presumably) IcarusWing's girlfriend. If you choose to read previous issues, it will open up a new window that has issues 1-9 links in it and a message that tells you that Reviews and Pictures of the Month will most likely be unviewable, although that is not the case for some issues, as previously stated. If you click the links, it will bring you to those issues editorial pages. Some Issues work pretty well. Although in most issues, you cannot find the Picture of the Month, or cannot even read some articles. They all at first glance look like issue 10. You can only view the Hissy picture for a lot of them, and a huge picture that says 'Issue 10' appears before every editorial. But, that is just because the website is old and it was difficult without expert knowledge of HTML to make a website with all the links and materials completely saved.

None of the E-Zine's issues have indexes other than Issue 10. Since they do not have them, it is still possible to access some of their content. Sometimes, in the editorial, there are links to the articles of that certain issue. If not, then you can access a bit of content by going to issue 10, click on any article or interview, and sometimes there will be an index to past articles/interviews/whatever, though generally, you cannot access previous articles unless linked otherwise. Many reviews can be accessed through an index, and all Interviews are indexed.

Despite only existing for a few months, IcarusWeb was able to interview a plethora of now idolized members of the Doom



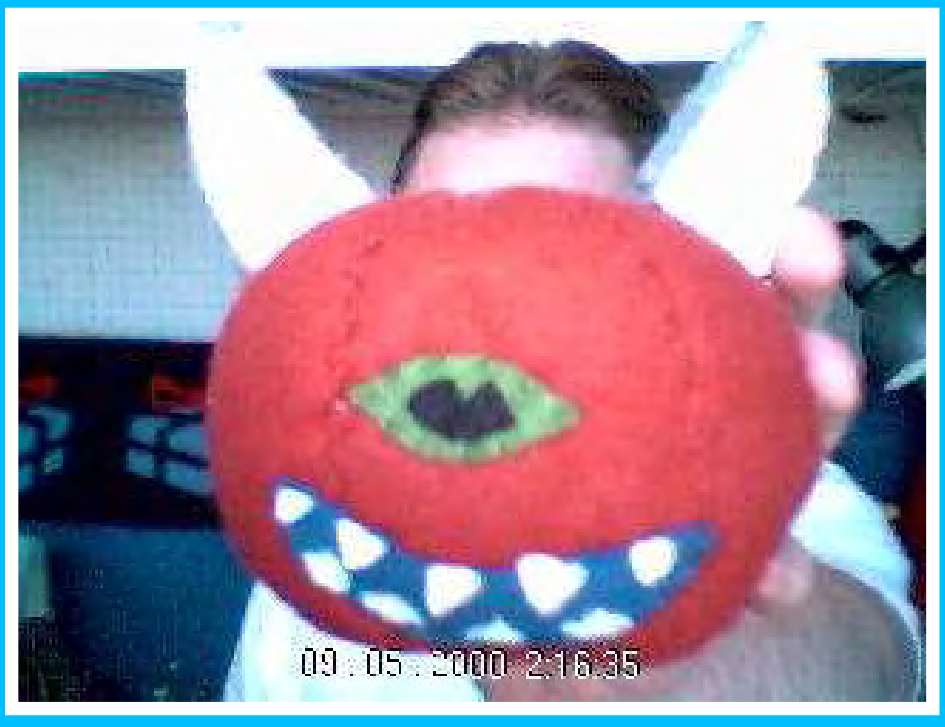


(Reviews, like this one for Covert Ops included the author, a source port, a download, and a star rating, it was accompanied by a written review)

Community. Interviews included those with Linguica, Ace Team, and even the almighty god himself, John Romero. The IcarusWeb team even managed to interview Romero in their first issue! We had to wait almost an entire year to even get a chance to do that! Interviews on IcarusWeb were most likely done by IcarusWing, himself, as the writing is similar to that on the editorial page. Interviews sometimes felt more like conversations, with quick jokes thrown in the mix of questions, and responding to answers with exclamations like 'Cool'. Often follow-up questions were based on the answer of the interviewee, not the IcarusWeb team following a list of questions. When the interview was over, IcarusWeb would almost always end with a funny or outrageous question. John Romero revealed during his last question that he would have liked Kurt Russel to play Doomguy if there were ever a movie (sorry Karl Urban and Natalie Portman!). Then, the interview would end.

It is unknown why the Fan-Zine discontinued. An earlier post by Mordeth before the final issue of the zine was released states that 'Due to Real Life stuff there won't be a new issue of the Doom webzine IcarusWeb for a while. It is likely that whatever life issue IcarusWing was dealing with came back, and he had to discontinue the zine. In issue 10's editorial, IcarusWing mentions that he has college commitment, and had to look after his girlfriend, since she had appendicitis. He said that the Webzine would continue to be monthly, due to his issues. Things likely got too stressful, and he quit. Leaving behind the earliest fan-zine dedicated to Doom.

That is mostly all there is to know about the very first Doom Dedicated fan E-Zine. Despite sometimes being childish and silly at times, it was still dedicated to and adored DOOM. The Doom Master Wadazine may now be a much more popular Doom Zine, but it is important not to forget how the Doom Fan-zine started.



(Fraggle holding up his plush Hissy. Issue 10's Picture of the Month, and likely the one you'll see for most issues.)

FREE HISSY

Doom Retro



The ultimate enhanced vanilla experience

by Endless

It's time to talk source-ports. We all know them; we all use them and it is very likely that more than a few of us are fans of certain source-ports. Their history is long and their variety is incredible; since the first source-port, these programs have not stopped offering a huge variety of ways to play and adopt Doom. Classic source-ports celebrate the purity of the game while others seek to achieve modernist ideals that open up multiple opportunities and exploit the engine to the fullest. The advantage of a history as long, deep and varied as this, is that there are dozens of different ways to play Doom that suit every type of player, from those who want to play with a thousand mods on top, to those who prefer to see 2 pixels on their screen. Today, we're going to talk about those who are looking for a bit of the best of both worlds. That classic vanilla-scented love, but with a little modern twist that enhances our lives. Today we will talk about Doom Retro.

Enhance, improve, restore.

Doom Retro is a source-port developed by Brad Harding. Created with the intention of celebrating 20 years of Doom, the source-port is a classic representation of the pure demon-killing experience, combined with a gallery of small improvements that combined improve and fix the bugs or flaws of the classic. Doom Retro is like the art of restoring a painting; you need to keep the spirit, the essence intact, but improve the paint run, the scratches of time and give it a new coat to protect that eternal legacy. This source-port does that and much more, being able to create an effective balance between a faithful experience to the original, and enhance it to fit modern systems, utilize the hardware to the fullest and make every pixel feel like a crispy fantasy.

Released in 2013, Brad Harding used the code of Chocolate Doom as a base to expand this source-port and redesign it to his liking. The main feature of Doom Retro is its improvement over the classic Doom experience without altering the essence. It keeps the spirit intact but adds a multitude of quality-of-life improvements, giving it a sort of modern paint job that feels in balance with the game in its purest state. Doom Retro also has a considerable range of compatibility; it allows you to play vanilla, limit-removing, Boom-compatible and even MBF-compatible WADs, which pretty much encompasses 90% of existing WADs (a random number that popped into my head, heh) and allows you to enjoy the coolest single-player experience you can find.



The best choice for vanilla WADs

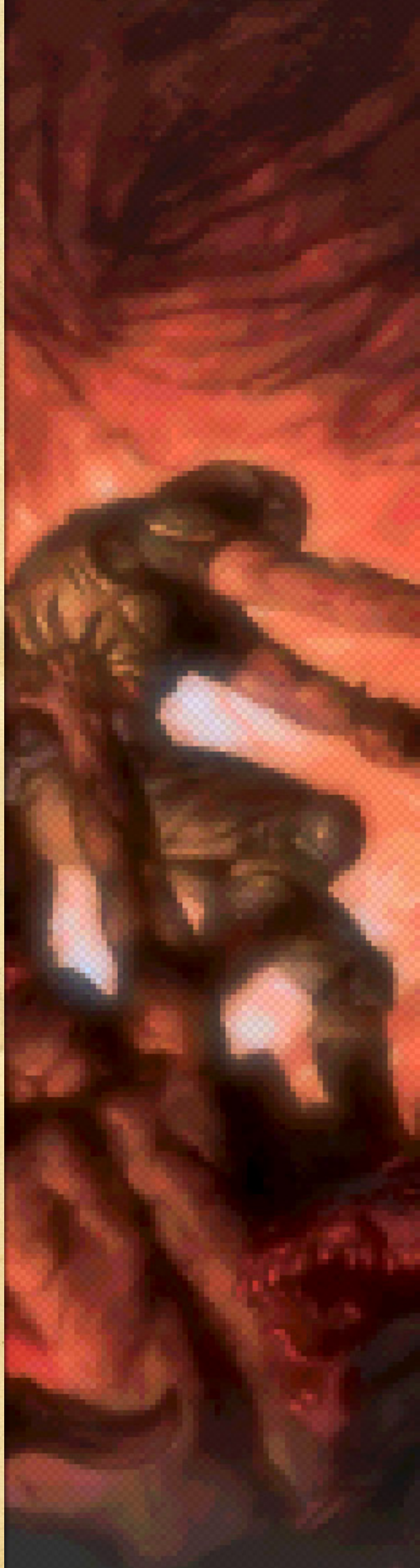


Experience combat like never before

Available for Windows in 32 bit and 64 bit,

and written in C (which I have no idea what it means), this source-port is a state-of-the-art enhanced experience for all Doom lovers that wish you enjoy the pureness of vanilla with the greatness of modern improvements. Such as:

- ***A simple, convenient WAD launcher is built in.***
- *Version 2.0.16 of the SDL (Simple DirectMedia Layer) library is used.*
- ***A resolution of 640×400 (twice that of the original DOOM) is used, accommodating for any screen size while maintaining the correct 4:3 aspect ratio.***
- *A highly optimized 256-color software renderer is used.*
- ***Every frame is scaled up onto the screen using hardware acceleration with either the OpenGL or Direct3D APIs.***
- *A widescreen mode is available, easily accessible at any time by pressing the + and – keys, with a choice of two different heads-up displays.*
- ***Windowed and fullscreen modes are switchable at any time by pressing ALT + ENTER.***
- *A powerful and unobtrusive console is always available by pressing the ~ key, where all messages are displayed and all settings may be changed.*
- ***The framerate is uncapped.***
- *Motion blur can be applied when the player turns around quickly.*
- ***MUS, MIDI, MP3, Ogg Vorbis, WAV, FLAC and MOD music lumps are supported.***
- *There are several alpha, additive and per-pixel translucency effects.*
- ***More blood is spilled when shooting monsters.***
- *All blood spilled leaves permanent splats on the floor.*
- ***Cacodemons have blue blood, hell knights and barons of hell have green blood, and lost souls have no blood.***
- *Friendly monsters, including MBF-compatible "helper dogs", may be spawned in a map using the spawn CCMD.*
- ***Dynamic shadows are cast by monsters.***
- *Liquid sectors bob up and down.*
- ***Objects are partially submerged and bob up and down, and the player's view is lowered, when in liquid.***
- *Brightmaps have been applied to certain wall textures.*
- ***Corpses are randomly mirrored.***
- *Corpses react to splash damage from nearby rockets and barrel explosions, and smear blood on the floor as they slide about.*
- ***The screen shakes when the player is injured or a nearby barrel explodes.***
- *The player's field of view can be between 45° and 135°.*
- ***There are 10 darker gamma correction levels to accommodate for today's brighter LCD screens (with a darker gamma correction level of 0.90 set as the default).***
- *There is a low detail mode that emulates the original 320×200 resolution, but enhanced with SSAA (supersampling anti-aliasing).*
- ***The various limitations of the original DOOM are either raised or removed completely.***





doomretro.cfg: Bloc de notas

Archivo Edición Formato Ver Ayuda

```
; CVARs
alwaysrun on
am_allmapcdwallcolor 106
am_allmapfdwallcolor 110
am_allmapwallcolor 108
am_backcolor 0
am_bluedoorcolor 200
am_cdwallcolor 160
am_crosshaircolor 4
am_external off
am_fdwallcolor 64
am_followmode on
am_grid off
am_gridcolor 111
am_gridsize 128x128
am_markcolor 95
am_path off
am_pathcolor 95
am_playercolor 4
am_reddoorcolor 180
am_rotatemode off
am_teleportercolor 184
am_thingcolor 112
am_tswallcolor 104
am_wallcolor 120
am_yellowdoorcolor 160
autoaim on
autoload on
autosave on
autotilt off
autouse off
centerweapon on
con_backcolor 12
con_edgecolor 180
con_obituaries on
crosshair none
crosshaircolor 4
episode 1
expansion 2
facebackcolor 5
fade on
gp_analog on
gp_deadzone_left 24%
gp_deadzone_right 26.5%
gp_invertyaxis off
gp_sensitivity_horizontal 64
gp_sensitivity_vertical 64
gp_swapthumbsticks off
gp_thumbsticks 2
gp_vibrate_barrels 100%
gp_vibrate_damage 100%
gp_vibrate_weapons 100%
groupmessages on
infighting on
infiniteheight off
iwadfolder "C:\Users\ASUS\Downloads\Doom\WADs\IWADs"
```

The CVARs allow you to customize anything!



- *There is support for DeHackEd files and lumps, including those with BOOM extensions.*
- ***DeHackEd support has been extended to allow for 2,910 additional states (numbered 1,089 to 3,999), 100 additional map objects (numbered 150 to 249), 100 additional sprites (numbered 145 to 244) and 200 additional sound effects (numbered 500 to 699). These extensions have since been adopted by a number of other DOOM source ports.***
- *There is partial support for Hexen-style MAPINFO lumps.*
- ***There is partial support for UMAPINFO lumps.***
- *There is specific support for SIGIL by John Romero (which is automatically loaded if found).*
- ***The maps E1M4B: Phobos Mission Control and E1M8B: Tech Gone Bad by John Romero are included. (These can be played by entering map E1M4B or map E1M8B in the console when a DOOM or The Ultimate DOOM IWAD is loaded.)***
- *There is specific support for the BFG Edition of DOOM and DOOM II: Hell On Earth, including Nerve Software's No Rest For The Living expansion (which is automatically loaded if found).*

There is also specific support for:

- Freedoom: Phase 1 and Freedoom: Phase 2,
- Chex Quest,
- HacX: Twitch 'n Kill,
- REKKR.

- ***Maps with regular nodes, extended DeePBSP v4 nodes and extended, uncompressed ZDoom nodes are supported.***
- There are various rendering improvements, which include:
- ***The removal of many "firelines" and "slime trails",***
- The removal of "sparkles" along the bottom edge of doors,
- ***Better drawn floors and ceilings,***
- Changes in height are drawn more accurately,
- ***Smoother, slightly darker and dithered lighting,***
- Light is cast better on the player's weapon,
- ***A better and more consistent "fuzz" effect for spectres, and the player's weapon when they have a partial invisibility power-up.***

The majority of "bugs" from the original DOOM have been fixed.

- A "vanilla" mode is available that allows you to easily compare the many but often subtle differences between DOOM Retro and the original DOOM.
- ***Keyboard support is improved:***
- The W / A / S / D keys are set by default,
- ***The CAPSLOCK key can be used to "always run".***
- Support has been added for DirectInput and XInput gamepads:
- XInput gamepads vibrate when the player is injured, fires their weapon, or a barrel explodes nearby,
- Gamepads can be connected in the middle of a game.

There is improved mouse support:

- A higher mouse sensitivity is possible,
- ***Vertical mouse movement is disabled by default,***
- The mousewheel can be used to change weapons,
- ***A mouselook feature where the vertical position of the player's weapon is updated dynamically.***

Over 1,400 level-specific fixes for the official DOOM and DOOM II WADs have been implemented, which include:

- Missing textures that cause floors and ceilings to "bleed",
- ***Incorrect textures,***
- Misaligned textures,
- ***Monsters that are stuck in walls or each other.***

Extensive player and map stats are available.
Significant changes have been made to the automap:

- The automap updates dynamically as the player moves around the map,
- ***The automap may be shown on an external display,***
- A rotate mode can be toggled on or off using the R key,
- ***Solid walls are twice as wide and are drawn over other lines,***
- Secrets are drawn correctly as they are discovered by the player,
- ***The path the player takes around a map can be displayed.***

Several improvements have been made to the menu and player messages.
Screenshots have been enhanced:

- Screenshots can be taken at any time using the PRINTSCREEN key,
- ***Screenshots are saved as PNGs instead of the now obsolete PCX format,***
- Screenshots are the same size as the screen,
- ***There is no limit to the number of screenshots that can be taken.***
- Several improvements have been made to the monsters' animations.

That's a magnifcent list of features and there's more that you can find in the conveniently built Doom Retro Wiki https://github.com/bradharding/doomretro/wiki#FEATURES, a beautiful source of knowledge and all the help you need to customize your game in whatever way you want.





Bloody demons!



Blood and gore enhanced



Check out the alternative HUD!



Low/high detail

My retro opinion

My general scope and expertise lie in WADs, but due to the compatibilities, features and certain tricks that some WADs have, I have been forced to play among a multitude of source-ports in order to fit the requirements. Usually, for universal compatibility I prefer GZDoom, but when it came to classic WADs, I preferred to play with Crispy due to the low fidelity aforementioned. The constant switching between source-ports made me try a multitude of them, and among the ones I've enjoyed the most, is, without a doubt, Doom Retro, and now I want to give my opinion about what I liked and didn't like about this sweet source-port. All this from the opinion of an average consumer, not a code or source-port connoisseur!

What I like about it:

- It perfectly encapsulates the vanilla spirit.
- ***Enhances the game with QoL improvements.***
- Crispy beauty all the way!
- ***Instant change between low and high detail.***
- Non-intrusive and easy-to-use console.
- ***Cool visual enhancements for the menus and automap, like fade effects.***
- Extremely customizable thanks to CVARS.
- ***Plug and play. Or is it install and play?***
- Slick simplicity.
- ***Properly colored blood for Cacodemons, Hell Knights and Barons!***
- Minimalistic alternative HUD.
- ***Consistency in updates (has being updated non-stop for 7 years).***
- Balanced performance.
- ***A plethora of small visual effects like translucency, liquid effects, screen shake, blood splats, rocket trails, randomly mirrored corpses, brightmapsetc. All customizable and optional.***
- Incredible customer attention. (Brad is always there to help and listens to feedback)
- ***A visual dithered lightning effect for improved crispy visuals. Optional too!***
- Screenshots are properly named according to map title.
- ***The background menu animation is just so cool to me.***
- Global stats tracked for your entire playthroughs.
- The Doom Retro Wiki for all reference needed.
- ***A recommended WADs list https://github.com/bradharding/doomretro/wiki/RECOMMENDED-WADS created by Brad and supported by Doom Retro. Obviously.***
- DirectInput support and very responsive mouse sensibility.
- ***Extensive bug fixing.***

What I don't like about it:

- No demo support (although, justifiable).
- ***Performance isn't the best in low-end hardware.***
- No status bar or HUD stats, like timer, monster kills or secret counts (this is to be added in the future from what I've heard).
- ***Can't drag and drop zip files, or use zip files with ZDL.***
- VSync is ON by default. Although, it can be turned OFF.
- ***Status screen doesn't keep track of the total time played, just level time.***
- Slightly slow loading times.



Ruins Of Sathryn

Is Doom Retro worth it?

If you're still not sure about it after reading the entire list of features and pros and cons, honestly, I don't know what else to tell you. It's one of my favorite source-ports, it's perfect for the vanilla lovers and it looks, feels and plays fantastically. Doom Retro is one of a kind and is just great for everything it sets to do. It's goddamn worth it.

But now, I want to welcome the one and only, Brad Harding, creator and maintainer of this awesome mod! I reach out to him and asked him a few questions about his Doom story, the tale behind Doom Retro and more, so, without further ado, Brad!



Download



Interview with Brad Harding, creator of Doom Retro.

1. Tell us, how did your history with Doom begin?

"The very first time I experienced DOOM was actually the day of my high school graduation in late 1994. That morning a group of us kids stopped by a friend's place, and on a tiny 14» CRT monitor in his darkened living room I spied the very start of DOOM II's Entryway. My mind was blown. Although I was already familiar with Wolfenstein and Catacomb Abyss, I don't think I had ever heard of DOOM before that day. I didn't get a chance to play it then, but soon after I got hold of copies of DOOM and DOOM II and played them constantly."

2. What made you want to create your own source-port?

"It wasn't until several years later that I revisited DOOM. Of course, it still held up. But I guess because I was a bit older, I noticed little quirks in the game that I'd like to change for myself. My first exposure to other DOOM source ports was probably DOOM Legacy, and then ZDoom, as well as the Brutal DOOM mod. I found that although I definitely prefer the more vanilla side of things, I can also appreciate the more advanced features that those source ports and mods brought to the table, and that motivated me to find my own happy medium."



3. You have been updating it consistently for more than 7 years, something admirable! Do you plan to continue doing this indefinitely? If so, what are your plans for the future?

"As long as it remains fun for me, then yes, I'll continue to work on it. I have a long list of features that I'd like to implement, whether they be minor improvements, or more major endeavors. And then there are a couple of new «unique features» I have up my sleeve that I'd like to keep to myself for now. ;)"

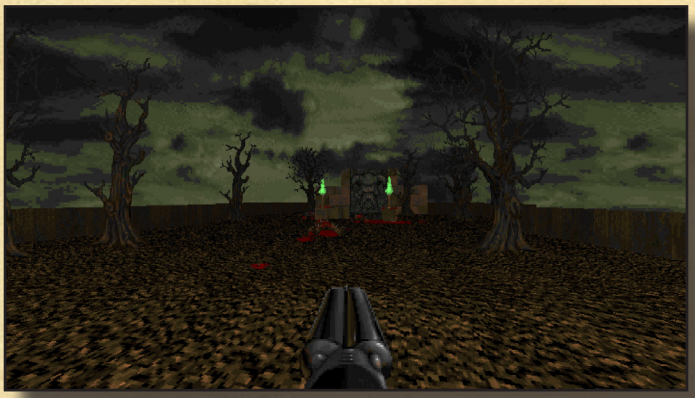


4. How was the initial process of creating Doom Retro?

"I was a bit casual about it to start with. In late 2010 I moved (for love) 1,400km from Adelaide, South Australia to Sydney, and committed myself to start work on my own source port to hopefully release on DOOM's 20th anniversary, 3 years later. There was no version control back then. I just tinkered with the source while writing down ideas in a journal."

5. Throughout all this time, what has been the hardest challenge in its development?

"Software development is not my profession. All this is just a hobby. A passion, yes, but still a hobby. Everything I do to DOOM Retro I do in my spare time for free while trying to juggle a full-time job, etc. So, time management is always definitely a challenge."



6. I have to ask, where does the logo come from? What does it mean?

"When DOOM Retro was first released, it's logo had a very close likeness to the original DOOM's logo, and so soon after to avoid any copyright issues, I sought my own unique branding. I initially played around with a few designs inspired from art in DOOM 2016's art book, but strangely enough, the logo you see now is inspired by the designs adorning the first door you encounter in the first map of Quake. If you ignore the top-left and bottom-right elements of DOOM Retro's logo you get a lowercase d and r."

7. What source-ports have inspired you or have you used as exemplars to develop yours?

"Obviously, I'd have to say Fraggle's Chocolate DOOM is the main source port of inspiration, of which DR was originally based on. Lee Killough's work on BOOM and MBF is also inspiring. To mention Quake again, I can also appreciate qbism Super8 (https://super8.qbism.com/)."

8. Let's talk WADs! You have a nice curated list of WADs compatible with Doom Retro, how was this list created? Have you played all these WADs?

"I tend to lurk on the Doomworld forums quite a bit. If a screenshot catches my eye, or a mapper of note posts about their newest creation, if I see «boom» or «vanilla» or «limit-removing» in the description, I might check it out. If I find it looks especially great in DOOM Retro, and plays well, it makes the cut. Have I played them all? Nah, I don't have time for that, I'm too busy coding! But seriously, I've played them all (and for the slaughter maps: poorly)."



9. What are your favorite WADs?

"I absolutely love both Breach and Brigandine by Alun Bestor. He is such an amazing mapper who sadly hasn't made anything since. Suspended in Dusk by the late Espi is brilliant. Episodes 1, 2 (and 3?) of Back To Saturn X by Esselfortium are works of genius."

10. Are you satisfied with the work you have done?

"I am. It has been an amazing learning experience, and has become a very personal journey for me. I get a lot of enjoyment from working on this project, and believe it has become something very special, something unique, and I have every intention on continuing to work on it."

11. Any last words to the fans?

"I would truly like to thank everyone who has offered their support over the past few years. I appreciate it immensely, and it keeps me motivated to continue DOOM Retro's development well into the future. If you'd like to contribute in some ways, please don't hesitate to contact me."





DOOM WADARCHEOLOGY

M C M X C I I I



"Archaeology or archeology is the study of human activity through the recovery and analysis of material culture."

But what if it was for **Doom?** *Endless* asked, calmy.

Doom has a long and extensive history. Almost 28 years now and the game still keeps going, with new content being produced daily and promising newcomers arriving in batches of a bunch. This community has the blessing of possessing more than enough content to last an entire lifetime, to the point that even serious addicts could play this game daily for like 5 hours a day for years and still have a lot to explore through. This is something that's a bit hard to grasp at first, but you only need to take a quick look at the most famous awards in the **Doom** community, and you will quickly notice the insane amount of quality works that these people have produced.

That is both a blessing, but it is also quite the curse… not in the sense that it sucks to have this much content, hell not, but in the sense that there's the inevitability that a lot of pieces of work will go quietly into the night and lie unnoticed for years to come. This is a byproduct of the simple fact that the **Doom** community produces by the ton, so chances are, if you're a newcomer that wants to try out mapping, your map might have a quiet welcome into this world. This is, of course, something that happens by chance. Most average maps tend to have a few comments, some none, but there's the rare cases when great maps go completely under the radars of people. A phenomenon that happens to this day, and my dear **D64** sage and friend, *Immorpher*, calls *"Doom Amnesia"*. It happens with a community so big, and guess what? It also happened with the classics of yore.



DIGGING INTO THE WADS

Doom is old as fuck, older than me, and I'm pretty sure older than you, reader, or maybe not. This game still kicks and kicks hard, but back in the day, when internet wasn't as widespread and easy to use as it is today, WADs used to be quietly uploaded into different kinds of servers or sell by shady pieces of work knows as Shovelware CD's: collections of thousands of randomly selected WADs, stitched together to be sold in, mostly, illegal manner. Famous example of this is ***D!Zone***.

These collections of WADs used to have thousands of works and were done by an extensive variety of authors. Most WADs there were kind of shit, with some salvageable stuff here and there, and that is something I'm quite interested about…

Randomly reading some Doomworld reviews, a came upon ***Villa of Pain***, a 1996 WAD that totally rocks thanks to its awesome qualities and solid design choices for the 90s era. You can read the full review in this *Wadazine* issue, as a matter of fact. Back on topic; this enigmatic find caught my attention for two reasons: One, I didn't know about the author nor seems to have been a popular author, and two, it didn't have any recent reviews yet the rating was a solid 4. Caught my eye immediately, played it, and the rest is history.

SO, WHAT IS WADARCHEOLOGY?

Wadarcheology, from *WAD* (Where is All the Data?) and *Archeology* (To dig up, hehe) is a discipline that specializes in the exploration of old archives, websites and forums, for the purpose or rediscovering classic WADs that have been either forgotten to time or completely lost among an ocean of content. In other words: To dig up for lost maps that have a relevant value and/or historic background.

Firs, we must establish some factors as to what we would consider relevant and classic. Same way a real archeologist doesn't go looking for dingo bones from 2019, a wadarcheologist don't go looking for shitty autogenerated maps or *Cacoward* winners.

For a WAD to be considered, reviewed and studied, the wadarcheologist must consider this:

1. It must be from 1994 (year that PWADs came to life) to 2004.
2. It must have a low popularity or relatively unknown origin.
3. A not so well-known author or obscure maker.
4. Mostly forgotten or with very little citations, or just hard to find.
5. And it must have some sort of relevancy that is worth its rediscovery:

- **It must be fun and/or;**
- **Innovative;**
- **Visually pleasing for its age;**
- **Worth playing.**

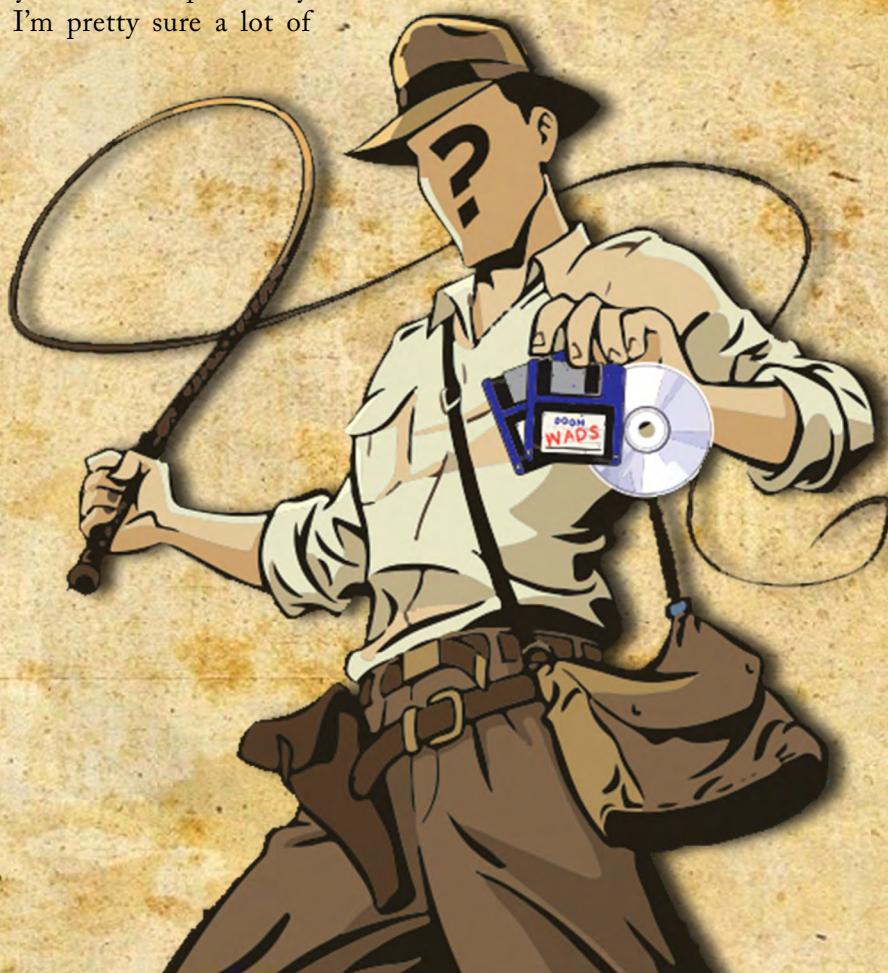
If a WAD meets these prerequisites, then is more than worth it and should be dig up immediately. That's slang for reviewed.

The purpose is this is in a similar path to that of the *ER/iWA*, to explore, discover and enjoy, but in this case, with a special focus on particularly obscure and old WADs that have been mostly left to dust during all these years. The 1994 to 2004 range gives us an entire decade to rediscover, with the 1994-1999 era being one particularly obscure one, as there was no such a thing as a central repository of reviews, or a public roundup of writers (like the */Newstuff Chronicles* that only came into being in 2000), so chances are, we'll find some good, worthy and fun pieces of work from those times. And who knows, maybe the author is still active and would smile greatly as he sees his or her work being rediscovered.

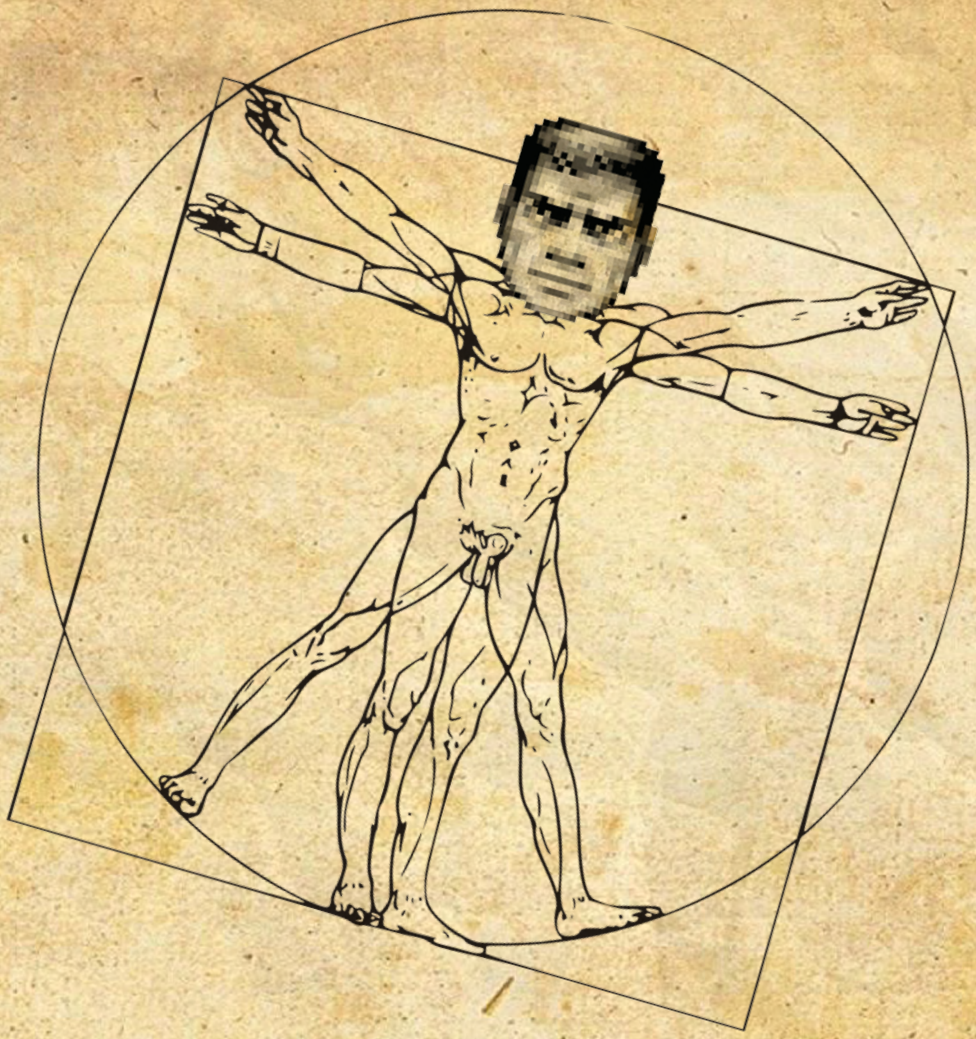
BUT WHY?

If you haven't caught it by reading this and you're asking this, well, you're probably not going to be interested anyway, but I'll explain my reasons: first, I just like classic works, from the 90s to the 2000s, it is a joy to stumble upon an obscure gem that is mostly forgotten by the generations, just to find out that is more than fun and deserves a resurrection in its popularity. I am, by nature, a **Doom** WAD lover, and I express my love via my reviews. Classic, old WADs are a small niche of my love that I personally enjoy and I'm pretty sure a lot of more people out there also do. It's not only about the interesting experience about playing something so old, but also about paying respect to our elders and primogenitors. Now this is mostly what I enjoy about this, but there's also some general reasons that could be stated as simple discovery, solidarity and archival purposes. So:

- **You get to relive a piece of history.**
- **You may rediscover a lost classic that will ignite a new wave of fans.**
- **You preserve and embrace a cultural piece of work.**
- **You help create a solid archive with the forgotten pieces of yesterday.**
- **You will see by hand and eye the evolution of WAD making history.**
- **You will relieve the 90s experience and have a better insight about modern WADs.**
- **You will help expand the general collective knowledge about WADs.**
- **You will look kinda cool. Girls dig nerds. Don't they?... right?**



Overall, this activity is designed for enthusiasts of history, exploration and just WADs in general. I can see exploring this world randomly like a very demanding task that may require a bit of time, but is one that I assure you, feels good at the of the day. It's like opening a box, and inside you find a cool roman helmet, a Vietnam war weapon, the Tordesillas treaty, or even an unknown object that comes straight from hell. Ultimately, *Wadarcheology* is the art of preserving and archiving history.



HOW CAN I BECOME A WADARCHEOLOGIST?

You'll need to take a university course for 5 years… nah.

Easy, go in this thread on *Doomworld* and participate by following the rules stated above when digging up for WADs. Now, when it comes to reviewing, here's some guidelines that I would strongly advice to follow correctly:

1. Use at least 100 words.
2. Use at least 4 screenshots for each review.
3. State year.
4. State the name of the author.
5. State the source-port you used.

As for some optional things you can also employ:

• If you know more about the context or background of the WAD and/or author, please share it.
• You can use videos if you want.
• Or a demo.
• Keep your own archive or spreadsheet of your discoveries to keep track of your work done.

So, if you're interested in becoming a wadarcheologist, be my guest and join this enterprise!

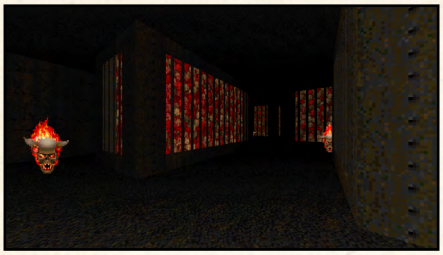


#1 VILLA OF PAIN

Author: Michael Reed | Year: 1996 | Wadarcheologist: Endless

Comment: Villa of Pain, from 1996, is a fantastically-done medium-sized WAD that packs quite the lovely style thanks to a solid design, straight-forward layout, room diversity and a quite impactful gameplay made possible by a bunch of enemy variation, encounter schematic and creativity. A very aesthetically simple yet pleasing map that makes wonders thanks to a dungeon-like style of crawl without the sluggish and cryptic design that used to plague the 90s.







#2 MAYAN TEMPLE

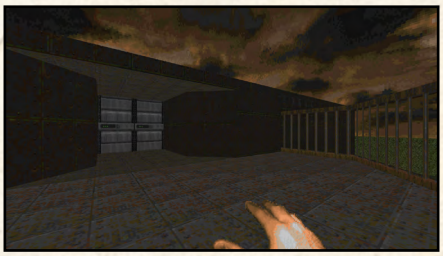
Author: Paul Turnbull | Year: 1994 | Wadarcheologist: Endless

Comment: A classic example of fantastically-done photorealistic WADs. From 1994, nonetheless, this WAD boosts a very simple yet manageable layout with some solid visuals that fuel the air with adventure and history.

#3 ENTRY.WAD

Author: Matt Bollier | Year: 1995 | Wadarcheologist: Arrowhead

Comment: This is a small-sized 'intro' type level converted to Doom 2. The author states in the readme that the file was at one point a Doom1 level. I can definitely see that in the map, as there are very few Doom 2 monsters - you'll only come across the revenant, and the chaingunner from Doom 2's roster. Overall, a great little map. If you go into this not expecting anything too grand or elaborate, you may really enjoy this. I certainly got a fun 5 minutes out of it. Give it a shot!







#4 WASTELAND: MOUNTAIN OF FIRE

Author: Alberto Barsella | Year: 1994 | Wadarchoelogist: Argenteo

Comment: Second in the Wasteland series. You start right inside the mountain, there's a lot of ammo and guns in the back that you will need right away. What can I say? I love the fire rock theme. As you travel through the caves, you will find a hidden base, but the bridge is broken. It's a big adventure trying to find what happened down there. There are puzzles and some backtracking. Don't be fooled with the ammo and health. Take care.

#5 INVASION...LEVEL 2 - THE UPPER DECKS

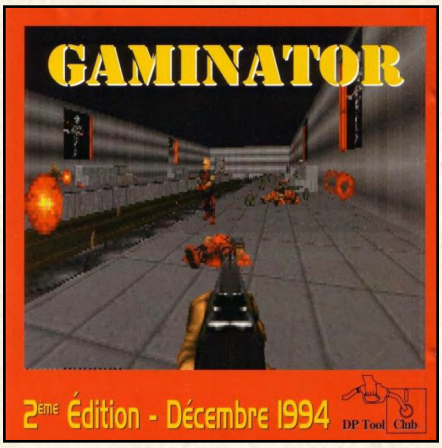
Author: Andy Chen & Claude Martins | Year: 1994
Wadarcheologist: Argenteo





Comment: Epic and anachronistic map. I couldn't believe what I was seeing here. It's on the Top 25 Missed Cacowards and also on The Top 100 Most Memorable Wads. A lot of special effects, a lovely midi and custom graphics. Your ship has been attacked and there's an onboard invasion of hellspawn all over the place. Mind blowing, I don't know what to say. It's the sequel to Contamination.





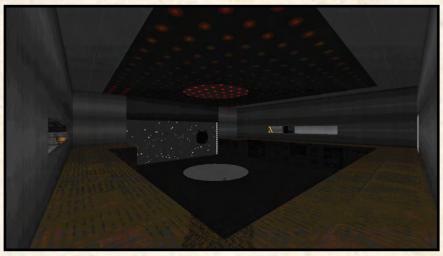
#6 FRSTREET

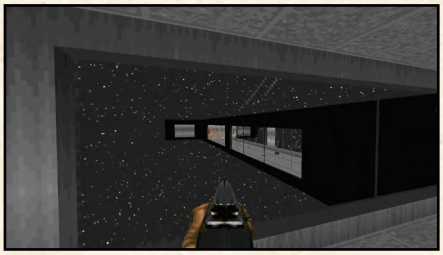
Author: Jail | Year: 1994 | Wadarcheologist: Endless

Comment: This is a medium-sized single map WAD, fairly simple in premise but executed masterfully well for 1994. The design is of a more realistic approach, recreating a small urban section in some city. The street gives the name to the WAD but the WAD makes the street. The style is felt in the veins, along with a visual appeal focused on classic 90s touches. The textures are, for the most part, repetitive, but they have a cohesive style and do their job. Typical errors of misaligned textures can be found in windows or towers, something common in the 90s, but after that, the truth is that this WAD is surprisingly effective in having no errors. The gameplay is explosive, with constant action and a high number of enemies scattered in different rooms. The variety of encounters is dynamic enough to keep progress fresh, simple and fun. Not to mention that the layout has a certain quality of complexity without being cryptic or unnecessarily lost. The classic 90s style dungeon crawler is present in a few sections, but the corridors are wide enough to give us a sense of it, and of course, the rooms offer enough space for good combat.

#7 HAUNTED SPACE SHIP

Author: Robert Fenske Jr | Year: 1994 | Wadarcheologist: Arrowhead





Comment: This is a very unique early deathmatch map created by Robert Fenske Jr. , and is definitely worthy of further recognition today. This map consists of a large square void, w/ a spaceship in the middle. The map is extremely technically sound for its time, and makes use of a few custom textures to add to the mood. The level certainly feels like a spaceship, and has the odd angles of a spaceship, too - this map also has a lot of symmetry - something you don't see nearly as much of nowadays.

#8 DOCTOR'S CRYPT

Author: Jani "Sir Robin" Saksa | Year: 1999 | Wadarchelogist: Chris Hansen





Comment: The level, despite being very innovative and technically advanced for its time, is a mixed bag visually. It's clear that Sir Robin was probably better at an engineering level than anything else. A technical and capable nerd eager to show us exactly what could be done with idtech 1 and it's host of newly developed features. I played the level using Eternity Engine and I'm not sure it functioned 100% as intended. Either I should have loaded it using another port or the AI of the Marines are... somewhat lacking. They aren't easy to lead around the level, but when the monsters are in view, they will do a lot of the dirty work for you. Just enough for you to fetch a cup of hot coffee and enjoy the show. It's cosy Dooming and I like it. Except when I got too lazy and was overwhelmed by Barons, Mancs and their evil Vile cousins! Ouch! *IDDQD or bust*

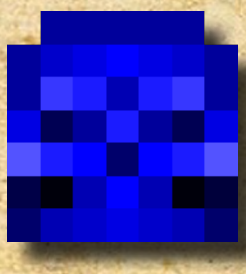




#9 DEEP CORE 1

Author: Use3d | Year: 2004 | Wadarcheologist: Arrowhead

Comment: Deep Core 1 is an E1 styled map designed by Use3d. This is a large flowing nonlinear base, with many optional rooms and secret areas. The secrets in this map are very clever - there are some tricky ones to find. There are approximately 200 monsters in this map, and they are dispersed in a very dynamic way. Traps are commonplace in this map, but they never feel unfair. I did not die during my first run through the map, so the difficulty is really not too high. Please check this one out, it is an absolute exploratory nonlinear joy!







#10 SUFFER

Author: Jose Luis Gallardo | Year: 1997 | Wadarcheologist: Arrowhead





Comment: SUFFER is a giant, winding map created by Jose Luis Gallardo. This is a largely experimental map - the map seems to open up as you go along, through the use of many complex linedef actions. You essentially follow a more or less linear path, as you progress through the level, but this doesn't really feel linear as you go through it - this is due to the interesting progression in this WAD. Great use of elevators, lowering floors, and other actions - each one compliments the other in this map.

#11 THE HUNT

Author: Sator | Year: 1999 | Wadarcheologist: thestarrover

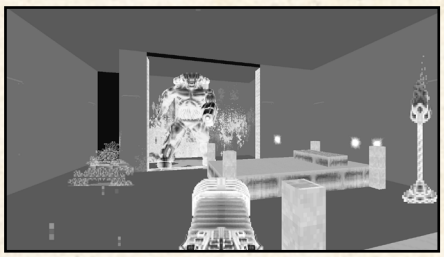






Comment: The Hunt is a wad released by Sator (or Sator '72 in the ENDOOM screen) (probably an Italian author) exclusively on his site, and I found it recently surfing the net. This is probably the only wad made by this author. I tried to find some info about him but I didn't have luck.

It is a 6 levels wad and replaces Map01 to map06 with new textures, new music tracks (mostly are midi version of rock songs), and a new TITLEPIC and ENDOOM screens.It is set in a space station, and you have to escape from your cell and make your way through six medium-sized maps to reach a shuttle and leave the space station. The first map is very small and simple but the difficulty level increases and the second map is already more difficult. The wad comes with a deh/bex patch and it changes the map's names and, according to the author, it adds something at the end of the map06. I like this wad and I like Sator's attempt to communicate "the absence" of gravity in a couple of situations: at the beginning of the map01 when, in order to escape from the cell, you have to perform an EVA, and in a little room just at the beginning of the Map02. In my modest and personal opinion this wad is well done with good detailed textures and a good music track.



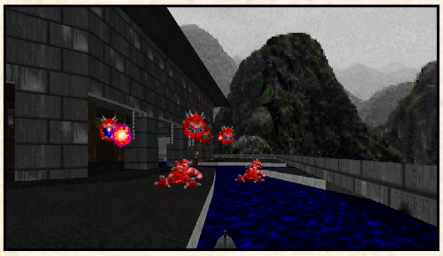
#12 HOUSE666.WAD

Author: Andrew Lattof | Year: 1995 | Wadarcheologist: Arrowhead

Comment: House666 is a 'myhouse.wad' type map by Andrew Lattof. The author essentially has recreated the entirety of their house. This WAD, while rough around the edges, has a lot of charm, and is worth experiencing - despite some of it appearing silly by today's standards. Overall, pretty fun - despite an obvious dated DIY aesthetic, this map still turned out to be an enjoyable 5 minutes.

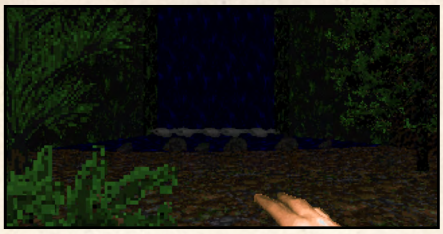
#13 ZJ49MILL.WAD

Author: Simo Malinen | Year: 2000 | Wadarcheologist: thestarrover





Comment: Although Simo Malinen won in 2005 a Cacoward for his Hi-tech Hell 2 - Alien Tech, and many his works (in particular from 2003 to 2005) are available on idgames, this map maybe is not very well known. It is a medium sized map for E1M1 of Ultimate Doom.Like almost all his maps, the textures are predominately grey and the design is essential but at the same time elegant, thanks to the insertion, here and there, of red and blue elements and also to the good use of light and shadow effects.Since the only weapons available are the pistol and the shotgun the map is quite hard, in particular in the final area where there are a lot of monsters. No secret rooms. The map works perfectly on DosBox.





#14 REAL

Author: Joe Zona "JAZ" | Year: 1998 | Wadarcheologist: Jaccident

Comment: I started looking through old wad review sites (thanks doomkid) and Team Insanity gave a 10/10 review to a TC called Real that was initially uploaded to cdrom.com. Turns out it's actually just a partial conversion but it's still quite cool. It was published on the 16th of April 1998 by Joe "JAZ" Zona, and has a bunch of new textures, things and sounds. It was made for DOS so I had to use DOSBox to play it, but I rather enjoyed using dosbox for my playthrough. Most of the weapons sounds except the shotgun and SSG have been replaced, alongside most of the monster sounds. There are also lots of ambient sounds added in. The 6 levels themselves are nothing special, in fact the first one is pretty awful, with it mostly being narrow corridors made of one texture with some pinkies thrown in, although the rest of the levels were still enjoyable due to the novelty of the new textures and sounds.



#15 МИФИ

Author: Peter Kosyh | Year: 1997 | Wadarcheologist: Endless

Comment: An enigmatic WAD, which apparently is not archived in /idgames and is floating around on the internet. It caught my attention for two reasons: 1. the name and 2. the university it seems to be based on. So, my first thought was: Oh! This must be one of those WADs that seek to replicate real architecture or life scenarios. And well, apparently, that's what it is. While it's not a 1:1 copy of the university, it certainly falls into that infamous type of WAD genre: myschool.wad. And what's up with the 90s WADs and their taste for Nirvana? Heh. This WAD starts off quite well with an iconic introductory scene to this university, the map design has a touch between abstract and realistic, giving it a certain surrealistic air as a result. It is well known that one of the most outstanding features of Russian mappers, is their ability and taste for recreating real world locations, and together with the limitations of the Doom Engine, creating something quite unique, theatrical and that feels like a dream. This WAD manages to touch a bit of that fantasy. While it's not extremely amazing from a technical standpoint, it seems to be one of the first of its kind in the way it's developed. It's quite difficult to find more information about the precise background or history of this WAD, much more from the author, but it certainly has something unique. On the other hand, the WAD claims to have 5 new maps, but the truth is that there are only 2 new maps. The first map, which is the university, and the last one, which seems to be a kind of tower that I feel is affecting me with the Mandela effect. MAP02 is a DM version of MAP01, I believe, while MAP03 is regular Doom MAP01 and MAP02 is TNT: Evilution MAP01. Quite the setup! The last map is a very challenging high tower with a cryptic and unique progress. The design reminds me of Stephen King's The Dark Tower for some reason. This is a WAD that probably took the first steps in what would later become the typical Russian style: an altered reality, a unique vibe and a palpable architecture.





#16 QUAKE2: BASE1

Author: Danny 'UrHaSh' Tam | Year: 1998 | Wadarchelogist: Arrowhead

Comment: This is a 1:1 recreation of Quake 2's first level by Danny 'UrHaSh' Tam. The map is unique in that the author chose to not include any Quake 2 textures; the entirety of the map uses the default Doom 2 textures. Texture usage is to great effect, the author has really made the world of Doom2 resemble Quake 2. I don't get why this seems to have been lambasted on /idgames, it is a solid, commendable attempt at recreating a far more complex game in a far simpler engine, and because of that, this map should be played again.







#17 HELLBELL.WAD

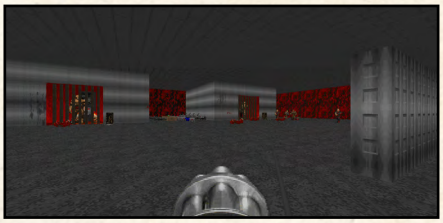
Author: Joe Winter | Year: 1997 | Wadarcheologist: Arrowhead

Comment: Hellbell.wad is a great 3-key map from Joe Winter. 3-key design usually lends itself to exploration type maps, and that is definitely the case w/ this level. The map takes place mostly underground in a type of 'subterranean castle / dungeon' - architecture is quite nice, w/ a large grey arch being one of the focal points.

#18 DMT.WAD

Author: Unknown | Year: 1994 | Wadarcheologist: Arrowhead

Comment: This is a 1994 map that was uploaded to the /idgames archives in 2019. This is one of those rare maps w/ an unknown author. There is very scarce information provided in the readme for this WAD, other than the bare basics. I wish we were able to know more about the author, or if they'd made any other maps. Maybe someone will recognize this WAD and share more information, stranger things have happened.







#19: THE KURSE

Author: Sean Swanson | Year: 1994 | Wadarcheologist: thestarrover

Comment: The map begins in a big room with organic textures and you are immediately surrounded by monsters. When you defeat them, the big doors are locked and your journey to find the key begins. But it not so easy. You have to walk in narrow passages full all monsters, with a little room to move and avoid they attacks; you have to find secret doors to enter the next section of the map and if you find an item be careful because not always it is good idea to take it. And when you finally find a key, in particular the yellow one, it becomes much harder. There is also a well-designed wide area and, of course, a long mazy section (it's classic for a '94 wad!). This 1994 wad has a very good detailed design, in my opinion of course, with organic and hellish textures and a good use of shadows and light effects, and it's full of monsters. According to the author, there are extra monsters and weapons in multiplayer mode. If you looking for some real action this wad is for you.





#20 MAGNUM OPUS

Author: John "Spooky" Bye | Year: 1996 | Wadarcheologist: Argenteo

Comment: The elements in here were the ones that got me to doom. The quiet music, the unknown and the void. The fear of knowing something is there watching you.

As I move on, the demons make me feel uneasy as the midi rises from the tombs.

It's a great short adventure with awesome light effects. It's not his magnum opus, but a presage of what's to come.

#21 WOOD.WAD

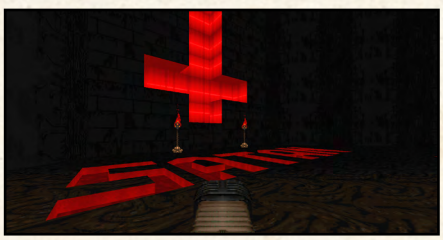
Author: Ryan Shephard | Year: 1995 | Wadarcheologist: Arrowhead



Comment: Wood.wad is a large exploratory wad created by Ryan Shephard. This map is a gigantic wood-textured complex w/ some underground regions included as well. For being such a large map, I really did not have a hard time navigating - the author lays out the goals of the map very clearly - and there is no confusing progression. The map has seven secrets, and while that may seem like a lot for the time period, many of the secrets open up as you 'unlock' new areas of the map to explore. Overall, very fun map! I really enjoyed myself, check it out if you have 10-15 minutes to spare!







#22 BILBO'S SMEGGING WAD

Author: Brad Spencer, aka Bilbo | Year: 1994 | Wadarcheologist: Arrowhead

Comment: This is an absolutely amazing level made by Brad Spencer, aka 'Bilbo'. This map really feels ahead of its time, and it's hard to believe that it only came out within the first few months of WAD editing. Easily one of my favorite overall 1994 maps. I feel it deserves far more attention for being so solid gameplay wise - I mean, it's not a brutally difficult map - it's just really fun, and really surprising considering its age.

#23 BLT

Author: Neal Ziring | Year: 1994 | Wadarcheologist: TheGreenZap

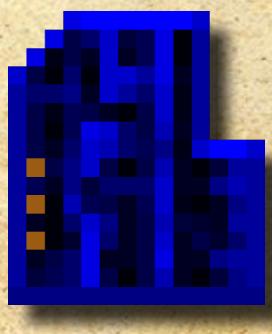




Comment: BLT could have been a really well-designed map if Neal would have taken more time I believe. He states in the text file he did this in a 24-hour period. There are some misaligned textures here and there. There is also a misplaced extra "level exit" that I found when I pulled it up in Doom Builder. With that said, this is a fun level to play. It is primarily a tech base design with some hell design thrown in. There are several secrets to find that will help you a bit throughout, except for ammo. Ammo is a little tight, so you have to conserve when you can. It can also be a challenging map which will see your health decline quite rapidly in some spaces. I think that really added to the level and made me keep going because the gameplay was quite good. This is a short map that is definitely worth your time because it's fun to play. Actually, I am thinking about making a modern version of this map. I plan to change and try to make the design a bit better, make it bug free and add a little more space in cramped places. Anyway, this old map deserves a little attention in my opinion.







#24 OPOST21.WAD

Author: Scott Amspoker | Year: 1995 | Wadarcheologist: Endless



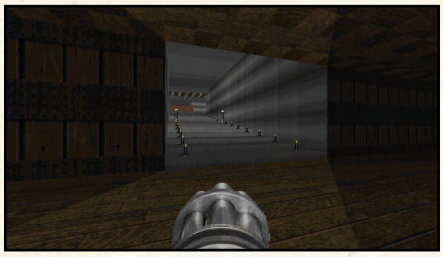


Comment: OPOST21 It is a WAD originally created in 1994, designed for Doom 1, with a very attractive style and a cohesive design that follows a broken, non-linear progression full of secrets, hidden paths and forbidden areas that the human eye should not see. Ha! WAD's story is applied to its level in a pretty cool way, giving it a touch of palpable personality that I appreciate quite a bit in this type of map. The map design is simple, for the most part, but it has a huge variation of scenarios, special areas and a lot of secrets, most of them being secret paths that we must take in order to continue with the map. This makes the progression somewhat cryptic, and forces us to do a lot of wall-humping at times, but a trained eye can easily spot the purposefully misaligned textures that hide the path to freedom. The rooster of enemies is not as saturated and uses predominantly Imps and Zombies, but every now and then a Revenant will throw in a Revenant to spice things up. Probably what I enjoyed most is the sense of exploration that WAD offers; while I'm not a fan of the complicated path system, the fact that each zone feels different but connected to the story, makes the sense of adventure pop and I feel like a little kid playing Doom at 7 years old, wondering "Satan was here? Oh yes!". A blast. The exploration feels like a lovely vibe and it's one of those WADs that I'm sure those who appreciate non-linear progression will love.

#25 THE LUCID

Author: Jeremiah Bean | Year: 1996 | Wadarcheologist: Arrowhead





Comment: This map is by Jeremiah Bean, a rather unknown deathmatch author who published a handful of maps in March 1996. The map consists of a large rectangular area connected to a smaller rectangular area; a large staircase separates the two disparate rooms. The map is mostly monotextured, w/ crates and the occasional hell texture to add accent. Surrounding the rectangular areas are a 'raised track' that you can see into the main rectangular room from. This is where a lot of the 'flow' of this map lies - it is fun flying around the upper raised area and then jumping down the many paths that lead to the central rectangle room.





#26 E2GC.WAD

Author: Greg Clark | Year: 1994 | Wadarcheologist: Arrowhead

Comment: E2gc.wad is an interesting and very early 2 pack of maps created by Greg Clark. You explore a large nonlinear techbase type location, populated w/ small rooms filled w/ computer servers and crates. The first map has standard room-clearing gameplay, while the second map has more exploratory fun. The first map comes in at just over 70 monsters, and the second pushes 150. The first map, while not bad - is definitely not as fun as the second, I really liked the second map's progression, w/ its cleverly set up 'shootable' switches. This map has good use of shootable switches, as the player can see that there is no other way to access them, other than shooting. I thought that was cool to see from such an early WAD.

#27 TOXIC WASTE BUNKER

Author: William Drummond | Year: 1997 | Wadarcheologist: Arrowhead





Comment: 'Toxic Waste Bunker' is an above average detailed concrete base map by William Drummond. The map consists of a small, cramped concrete base filled w/ chutes and ducts. The map can get downright claustrophobic at times, w/ enemies right on top of you in a lot of cases. The map is textured adequately, w/ not many noticeable issues - I did see the occasional misalignment, though. There aren't too many monsters in this map - but the combat still feels properly risky. It can be fun to fight cacos in small rooms at times. The base is easy to get around in, w/ my only issue being the fact that the red and yellow small doors aren't marked. I especially like the look of the concrete being 'braced' by metal girders in my first screenshot - I think it's a nice look.





#28 STALKER2

Author: Chuck Jordan | Year: 1994 | Wadarcheologist: Endless

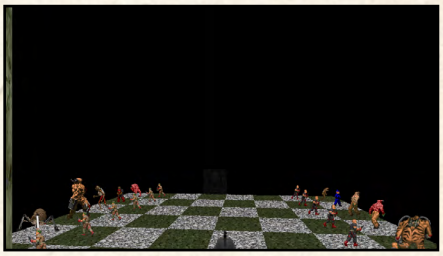
Comment: A bit of random exploration ended up throwing me into a DM WAD, and usually I don't play them because I'm like: "Fuck, I don't have anyone to play them with", but this time I decided to give it a shot, as I was struck by the fact that it was from 1994. And I'm not disappointed. While I'm not a technical expert on the qualities that make a good DM map, I can say that this doesn't look bad at all and seems to be a fun map for its time. The design is solid, peaceful and has some attractive visuals that work quite well to create that gothic-infernal atmosphere. Quite fun even if it's just to have duke it out with a few friends.

#29 EPIC

Author: Matt Williams | Year: 1995 | Wadarcheologist: thestarrover

Comment: If you like wads full of secrets and where you have to explore to find your way out, Epic by Matt Williams is made for you. Although aesthetically the design is typical of the '90s, with long corridors, square rooms full of libraries and tech labs, and a mazy section (and I have to say that all these elements are well mix together), the main goal of the author are the secrets, the traps and the tricks. It is a kind of nightmare. The way to the exit is absolutely not linear and almost all the time you have to backtrack. Find (almost) all the secrets and the hidden passages is mandatory to progress in the map: you can find doors with multiple switches to press in a certain order (to reveal a door/passage or … a trap), hidden switches, timed doors or doors that you might have to shoot at. And, almost always, pushing a switch does not unlock a nearby door, but one somewhere else. The combat sequences are not very hard, with some exceptions, but at the end of the road… the chessboard awaits you. If you find an empty room, I suggest you check it carefully…









#30 THE DEIMOS SUBWAY

Author: Neal Ziring | Year: 1994 | Wadarcheologist: VisionThing

Comment: A fun map and one of the earliest PWADs I remember playing. I think it may have been on one of the Maximum Doom discs. This is an E2M1 replacement. As the name states, this is a subway station. It looks remarkably well like what it was trying to be, especially for the time. I imagine making a map like this on the editors of the day would have been a pretty serious undertaking. Of course, it looks somewhat crude and empty by today's standards, but all the features are there: a subway carriage, a ticket office, and seperate stations that lead off into different areas all connected by a track. There are a few custom textures as well. By the standards of the time, it's quite impressive. There's just enough lighting variation at work to give it an atmosphere. A fun level and one I enjoyed revisiting. Bonus points for the hilariously out of place (but strangely somehow fitting) "Taking the A Train" MIDI. This is a map I'd really like to see a modern remake of one day.





#31 CASTLE OF EVIL

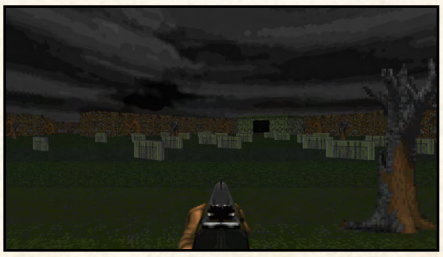
Author: by Stanley Stasiak | Year: 1994 | Wadarcheologist: Omniarch

Comment: There are few things I love more in a Doom map than a pervasive sense of mystery, and the feeling of alienation that so often accompanies such. A great deal of '90s mapping could be described as 'mysterious', certainly, and 'alienating' without a doubt, though not necessarily in a good way. Full disclosure: the first time I ever played Doom was in the spring of 2020, just as the pandemic was kicking into high gear. Before then I was aware of the franchise only as a pop-culture icon, and as something my dad played back in the '90s, a half decade before I was born. Overall, I found Castle of Evil to be a rewarding experience. The map has a strong atmosphere and sense of place, a product of its layout, its lighting and its vast complexity. A must play for any would-be adventurers!

#32 CORPSEHAVEN

Author: Jon Janssen | Year: 1997 | Wadarcheologist: Arrowhead

Comment: Corpsehaven is a small haunted graveyard type map by Jon Janssen- there is a large graveyard location, as well as a crypt-like location - the crypt location is where most of the action happens in this one. Some cool effects are employed in this map - namely the zombies 'rising' from the graves - I thought I was very clever when I included this effect in one of my own maps, but I guess it has been used for many many years! This is a very quick romp, and not very difficult - but the detailing for the time looks really nice, and there is a really good sense of place in this map - definitely worth quickly checking out - takes maybe 5 minutes to UVMAX! :)







#33 ICONOCLAST

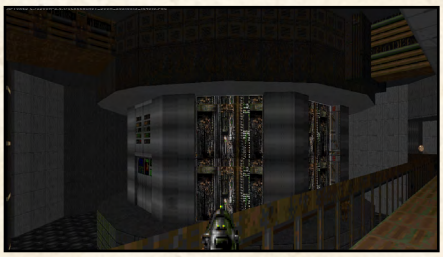
Author: Anthony M. Ennas | Year: 1996 | Wadarcheologist: Arrowhead

Comment: Iconoclast is a really fun 5 map pack released in 1996 by Anthony Ennas. This is another unfortunate case where a very talented author only made one project - I cannot find any other works from this author, which is a shame, because what's here in this 5 map pack, is really great.

#34 ALPHA 1 TRILOGY

Author: Rob Schweiner | Year: 1998 | Wadarcheologist: LadyMistDragon

Comment: This is kind of a mixed bag. I will say that I really liked the last map, but the visuals in the rest date this one as badly as anything. It's a hard set to seriously complain about if you like exploring to any degree. Just don't go in expecting easy navigation or anything like that and it should be fine.







#35 FORT 5: NAVRAT NA PEVNOST

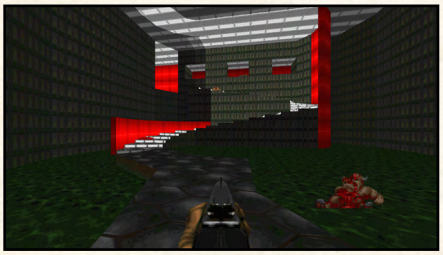
Author: Martin Mirejovsky alias Duke | Year: 2003 | Wadarcheologist: Endless

Comment: This is an interesting WAD, different and quite attractive in its simplicity and novelty. Fort 5: Navrat na pevnost (I have no idea what language that is) is a mini-episode of 7 maps set in a cool arctic base. The structure of the episode reminds me quite a bit of BtSX, it features a sort of Hub style progress and you go back to the middle map and then switch gates/roads and go to the next map. The colors are well matched and I didn't find any noticeable graphical errors. This is a WAD that certainly seems to have slipped under the radar of many doomers, possibly because of its simplicity, but it's one that I highly recommend. It's a sweet spectacle, and those who prefer snow maps, this one is a must play.

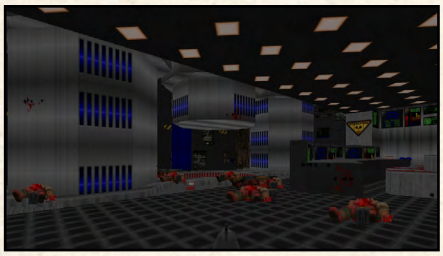
#36 BLOODLUST

Author: Greg Grimsby | Year: 1994 | Wadarcheologist: Arrowhead

Comment: BloodLust is a sewer type map made by Greg Grimsby. The map consists mainly of a central hub like area w/ many diverging paths coming off of it. Texturing is above par for the time, as is the overall layout of this map, I really enjoyed exploring this map, despite it being not that large.







#37 THE TALLMAN'S DOMAIN

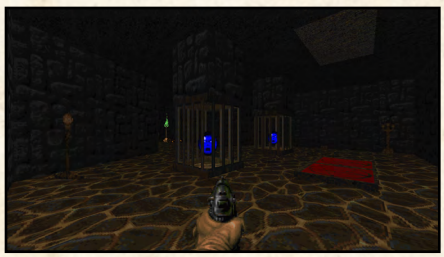
Author: Steve Schulte | Year: 1997 | Wadarcheologist: thestarrover

Comment: The Tallman's Domain (Phantasm Doom in the TITLEPIC) is based on the famous movie "Phantasm" by Don Coscarelli, and it is a very nice wad to play and it was a pleasant surprise. Although aesthetically is not a masterpiece, in my opinion this is an enjoyable and fun wad and I think it is worth a try.

#38 DEADSOUL.WAD

Author: Dave Johnson | Year: 1998 | Wadarcheologist: Arrowhead

Comment: Deadsoul.wad is an arena style map by Dave Johnson. The map consists mainly of progressively more dangerous arena battles. Often times hitscanners are placed hap-hazardously in these large arena areas, and this can cause you to need to quickly rush for cover - or retreat. The map is very difficult without the chaingun secret - I imagine many seasoned players will find it before they even enter the first 'arena'. The chaingun is integral to limiting hitscanner abuse in this map, but it is of course beatable without it.





#39 LAKE4.WAD

Author: Neal Ziring | Year: 1994 | Wadarcheologist: thestarrover

Comment: This is a small one level wad for Doom and it replaces map E1M1. The map consists in an open are with a a lake in the middle. All around the lake there is a building, a tunnel with a jail at the end, and a short sewer. Inside the building there are only two small rooms and almost all the textures are grey. Only one official secret to reveal and a teleporter is hidden somewhere. The map is short but the combat is funny (do you like Cacodemons? :D). Anyway, it is a nice map thanks also to the new music track by Bach. If you have free time, you can try it. A note for DosBox: play this wad on DosBox could be a problem.

#40 PHOTON

Author: Steve Mavronis | Year: 1996 | Wadarcheologist: Arrowhead

Comment: Photon is a fun map based on a real-life laser-tag arena. This map was created by Steve Mavronis, another author who created just one map. What's here is pretty good, this is a very well-done recreation of a real place using mostly vanilla assets. This is a good map for DoomCute enthusiasts - lots of decors, including appliances, arcade machines, and toilets - all using the stock Doom2 textures. Also included, are a custom sky, a custom title screen, a custom MIDI, and a custom texture for the logo 'Photon'. The other assets look nice, but I found the MIDI a little flat - whenever I went to laser tag as a kid, there would always be some kind of electronic music playing - I feel it would have worked better here than the current track.







#41 VOIDSHIP

Author: HevKev | Year: 1994 | Wadarcheologist: LadyMistDragon

Comment: For a 94 map, it's really pretty good. If you try comparing it to even Memento Mori or TNT, it starts to fall apart. But the unbridled creativity and spontaneity are on full display here. Unlike, oh, Wolfendoom (other than maybe Arctic Wolf, that was AWFUL)

#42 DE2106.WAD

Author: Unknown | Year: 1994 | Wadarcheologist: thestarrover

Comment: This is a one level wad for Doom E1M1. Another wad exists with exactly the same name, but it is a completely different map and it is for Doom II. I found this map in the October 1994 issue of PC Zone. Unfortunately no text file is provided with the wad and on idgames this level is not available. Instead, it is available on dsdarchive but, again, without text file.







#43 VAMPIRE 5 / FRODO 5

Author: Darrell Bircsak | Year: 1994 | Wadarcheologist: Arrowhead

Comment: 'Vampire 5' is a pair of two WADs (E1M1, E1M9) made in the E1 style by Darrell Bircsak. This is probably one of the best 1994 WADs I've seen in the E1 style, it really holds up well today. The first level in this pack feels like it could have easily slotted into 'Fava Beans' - or any other competent E1 style episode. The second map is a lot less appealing, w/ many oppressive dark areas, and constant pinkie teleporter abuse, even w/ this is mind, though, the second level (E1M9) is still leagues better than the 'average' 1994 map. If you are to play 1 of the 2 maps, play the first.

#44 THE PLAYGROUND

Author: Quinn Salley | Year: 1995 | Wadarcheologist: Arrowhead

Comment: 'The Playground' is a creative map put together by Quinn Salley. Much of the action takes place inside a large expansive base, but there is some outdoors action as well - combat in this map can get downright hairy sometimes - there are a multitude of traps present in this map. You will seldom be able to pick up an item unpunished, this is nice to see from a WAD this early, as I find a lot of these early maps don't really rely on traps to present their encounters, but instead rely more on incidental enemy encounter design. Very fun map, takes about 10-15 minutes to beat. The map is not punishingly difficult, but does have some tricks up its sleeve. This is apparently Salley's first WAD, and I gotta say for a first WAD from this era, this is pretty impressive.











#45 THREATE OF BLOOD

Author: Bruce Oberleitner | Year: 1997 | Wadarcheologist: Arrowhead

Comment: I have no idea what a 'threate' is, but this is a great dual-purpose map. The map is by Bruce Oberleitner, a deathmatch author who never received much recognition during the period they were active. Out of their seven released deathmatch maps, only one has a review on /idgames. This is a shame, as the author seems pretty well versed in deathmatch design, considering the age of this map - granted, I only played this one in singleplayer mode. Enjoyable, yet somewhat difficult time; I plan on checking the rest of Oberleitner's maps at some point.

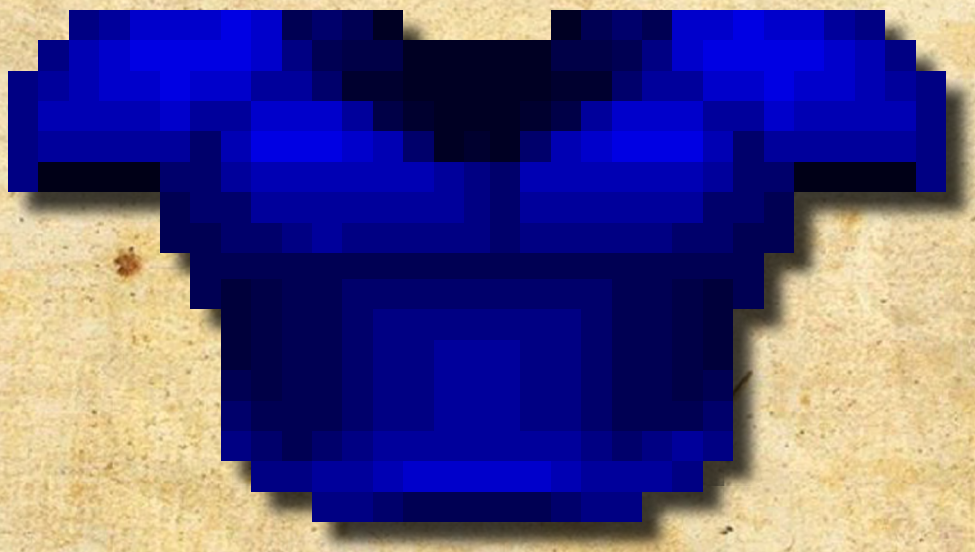
#46 PUEBLO

Author: Tom Neff | Year: 1994 | Wadarcheologist: Arrowhead



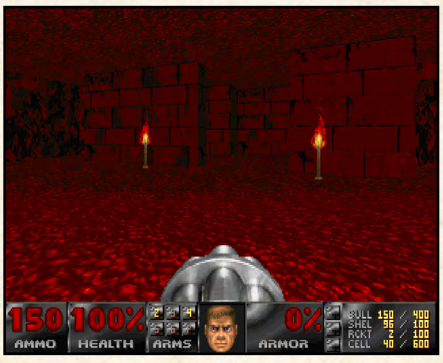


Comment: Pueblo.wad is an early deathmatch level built by Tom Neff. The level consists of a desert-like outdoors area w/ a small out building, and a much larger adobe-brick style house that you can explore the inside of. There are a ton of new textures, and they all really enhance the atmosphere of this map. This level was developed originally for a large Doom1 tournament, but the author of the WAD has not revealed which one. Perhaps the 'TN' embossed on the opening foyer is a clue to the tournament's identity? I couldn't find any information regarding it online. Overall, a quite fun map, (considering its age) that still holds up reasonably well today in a small FFA, or a duel. I really like the look of this one, the new textures blend great w/ Doom's textures.



#47 REDEVIL

Author: Pablo Dictter | Year: 2000 | Wadarcheologist: thestarrover





Comment: The map is set in a bloody/hellish cavern divided in section. It is quite small map with stalagmites and holes full of lava on the ground and sometime strange organic mechanisms of unknown nature obstruct the way. All these elements can be a problem when you have to fight the enemies, in particular in the first section: with little room to move it is difficult to avoid the attacks of imps and Barons of Hell. There are no doors in this map and the sections are linked together by teleporters. They are one-way only: so, if you missed something this could be a problem. Although the map is quite linear, it requires a little of backtrack; at the end of the third section there is a locked teleporter and you have to go back to find something to unlock it. The combat is quite hard in the second and third section due the presence of a large number of Cacodemons, and imps of course. The design is quite essential, but nicely done textures and details, such as rivers, waterfalls and some columns here and there are completely red colored. The wad comes with a new Titlepic and a custom status bar.





#48 GETREDE

Author: Vincent Lozupone | Year: 1997 | Wadarcheologist: Arrowhead

Comment: 'GETREDE' is a pack of 2 medium sized levels by Vincent Lozupone. The first of the two levels are much easier than the second. The second level is fairly difficult, w/ very cruel chaingunner placement being the main issue - it is never not fun though, despite being occasionally frustrating. Texturing is fairly simple - there are no 'ugly' areas, per se, but there are many misalignments - mostly around staircases and other height variations. There is a custom titlepic in this map, and there are two custom MIDI tracks that suit the levels quite well. I really enjoyed the second MIDI the most - I actually got it stuck in my head. One might also say that level two is a tad too dark, but this didn't bother me too much, you can always see your enemies, it's never a complete blackout. Custom sounds abound in this map, and there aren't any I disliked, I thought they were all of pretty high quality - especially the 'door opening' sound.

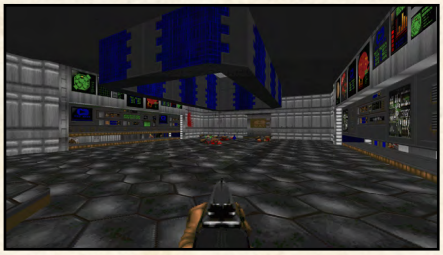


#49 JBASE

Author: Jonathan R. Millhouse | Year: 2001 | Wadarcheologist: Arrowhead

Comment: A tough-ish base level made by Jonathan Millhouse. The author states that there is very scarce ammo and health in this map, and that is not a lie. It is not imperative to find secrets to beat this map, but they will help. Especially the supercharge secret - hint - it's in a similar place to the secret in E1M2. This map is also played on E1M2 - coincidence? I think not! This is well worth checking out for any fans of episode 1 of Doom1, or any fan of classic style Doom in general. Not to be missed! There's really not much more to say about this one! :)





#50 MALGNANT.WAD|
Author: Douglas Ryerson | Year: 1995 | Wadarcheologist: Arrowhead



Comment: Malgnant.wad is level based around 3 buildings in a courtyard by Douglas Ryerson. You start off being able to enter only one of the three buildings. As you find further keys, the other two buildings become accessible. This makes you feel like you're in some kind of SWAT team, clearing buildings. Quite a fun style of gameplay. Each of the three buildings' interiors are substantially different from each other.

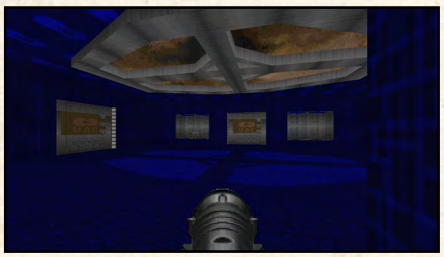




#51 MARC1.WAD
Author: Jemil Marcos | Year: 1995 | Wadarcheologist: Helm

Comment: Set feels like it's struggling to hold itself together. You can finish every map and there's a concept to every map, at least. The shaky element of the presentation isn't all bad, it's kind of charming. There are missing textures, very odd-functioning doors, misplaced exit switches. It is still worth it to play stuff like this, in my opinion. Sometimes there's that sweet spot between "hold on... what?" and "hey I can see what they were going for, actually". As I explain in the video, I get a real kick whenever I click random on idgames and I get something really old, something from a beginner. As long as it's not a deathmatch map, usually. You can see the cogs turning in someone's mind from 25 years ago about how to use their ancient editor to replicate some basics of doom gameplay, and a little bit of their personality shines through. Some quaint charm in the ephemera of that time, when we were also kids.





#52 FLOOD MINES
Author: Tommie Quick | Year: 1997 | Wadarcheologist: Arrowhead

Comment: Flood Mines is a single map created by well-known TeamTNT member Tommie Quick. Quick is perhaps best known for Doom Resurrection: Episode 1, a WAD which was featured in the 'Top 100 WADs of All Time' - a 2003 list made by Linguica and Cyb for Doom's 10th birthday. I normally would not include such a well-known mapper's work in this project, but I feel that their very first published map - Flood Mines, deserves some more attention.



#53 HALL OF THE DWARVEN LORDS

Author: Shane Williams | Year: 1995 | Wadarcheologist: Arrowhead





Comment: 'Hall of the Dwarven Lords' is a single level WAD created by Shane Williams. This WAD is unique, in that the style of gameplay feels so modern. I cannot believe that this WAD is dated '95! There are just under 200 enemies on UV - which doesn't seem like that much, but the author releases the monsters in such a way that they often 'horde' you. Combat is positively hectic, w/ careful use of the Doom2 roster - the only monsters I didn't encounter were the cybie and the spider-momma. Overall great map, thanks to thestarrover for finding it, as it is not in the /idgames archive. Definitely check this out, one of my favorites that I've played since the start of this project.

#54 BLUDFEST.WAD

Author: Steve Kaufman | Year: 1994 | Wadarcheologist: Arrowhead

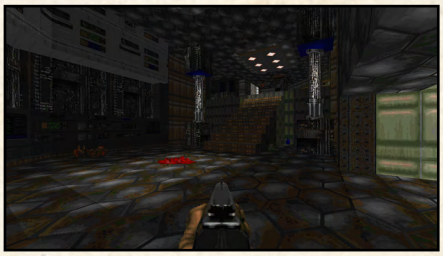


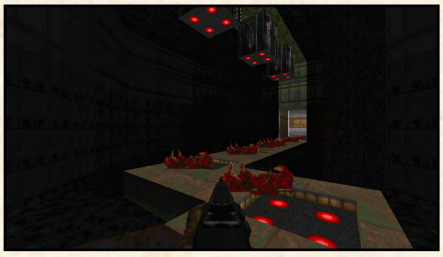


Comment: This is a great early Doom1 level created by Steve Kaufman. I believe this to be Kaufman's only published WAD, but I've been proven wrong before. This map starts the player off in the middle of a 'Tricks and Traps' type hub. This entire map is shaped like a very large circle, the inside of the circle is filled w/ both expansive, huge areas, and tight twisting little passageways. This map is not particularly attractive, but for what it lacks in looks, it sure makes up for it in the gameplay department. There are little over 300 monsters in this map, and they are placed in two types of fashion. The first is incidental, w/ many of the monsters simply attacking the moment you open up a door. The second is through surprise - there are a lot of traps placed in this map - mostly of the 'open door, monsters come out' variety. One thing I really enjoyed about this map; is how fun it is to backtrack. Often times, you will pick up a key, and start heading back from where you came - only to be nailed by a surprise monster closet, this makes the map very fun to progress through, as backtracking is seldom boring. The map ends w/ a dual baron fight, w/ a clever raising platform that impedes you from reaching the exit too easily. Fun time, super high quality for 1994 - it is really satisfying to open up new areas of the map, as you progress. Some cool set-pieces in this map, my favorites being the giant lava pit, and the blue key tower. Check it out if you have 15-25 minutes to spare!

#55 NECK-DEEP IN THE DEAD

Author: Jimi | Year: 2004 | Wadarcheologist: Arrowhead





Comment: This is an E1 style level designed by Jimi. This level is a pretty easy - as it was designed to be the first map in the episode. Neck-Deep in the Dead was to be a full 9 map E1 style episode, but the author only ended up releasing one map for the project. There is not much difficulty to be had in this level, as it is an easy introductory romp w/ only about 85 weak monsters. There is one mean trap to be found, which involves a horde of spectres in a very poorly lit room - this fight can be fun, if you've saved some shells - if you haven't, prepare to pistol-shoot some spectres...





#56 THE TEMPLE

Author: Sébastien "Darkstalker" Roy | Year: 2002
Wadarcheologist: Arrowhead

Comment: 'The Temple' is a single map made by Sébastien "Darkstalker" Roy. The Temple, while generically named - is not a generic map at all - there are a couple unique traits that really stand out in this map. The first is just how believable this location feels as a 'temple' - one of the better attempts I've seen architecturally at making one. The rooms and the many antechambers in this map really feel alive, as new areas often open up in ways you don't expect. Fun, compact, lovingly crafted map. Check it out!

#57 ISTANBUL

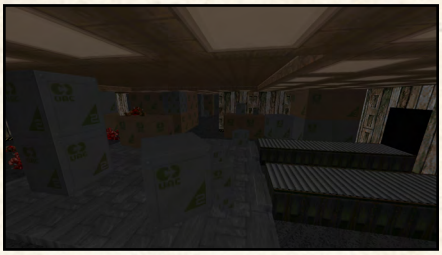
Author: Chris Mead | Year: 1997 | Wadarcheologist: Arrowhead

Comment: Istanbul is a 4-level pack w/ a very unique "arabian/greco-roman" theme. This pack was created by Chris Mead, a user of the Mac 'Hellmaker' editor. The first thing you will notice about Istanbul, is that there are a lot of the same texture used. These maps almost feel like an experiment in monotexturing done right. Much of what you will see in this map is TANROCK - yet somehow, these are some of the most attractive maps I've seen from the time period. I can't believe what was pulled off here w/ just the stock Doom2 textures.











#58 CONTAINMENT AREA V1.1

Author: J.C. Bengtson (SailorScout) | Year: 1999
Wadarcheologist: Endless

Comment: It is incredible to think that this level came out in 1999. For its quality, I would expect something maybe from the early-2000s, but nope. It's great in every way. The overall map design is an homage to classic E2M2, making extensive use of tech-base with a lot of crates and combining a bit of gothic hell. The map has over 500 enemies and its size is considerable, but thanks to its tight and detailed layout, the space feels well used and the action never stops. Totally worth playing. It's one of those classics that don't get mentioned much these days, but it's certainly an excellent piece of work.

#59 THE MANSION

Author: Samuel Villareal | Year: 2002 | Wadarcheologist: Endless



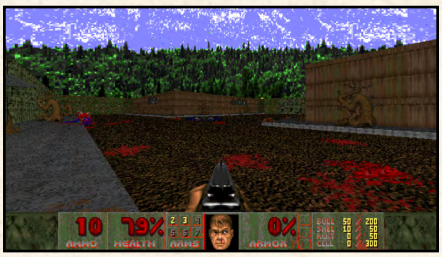


Comment: From my ER/iWA: A recreation of PSXDoom's MAP58, created by the legendary Samuel Villareal, aka Kaiser. This map, although I have not played it in its original form, I can say that it has a solid quality throughout its conception. Thanks to its theatrical design and fantastic use of textures, it has a terrifying atmosphere that transmits a gothic and dark air. Fantastic in the visuals department, each area feels unique and heavy, dripping with good use of textures and accompanied by enough detail to create a good piece of work. The music in particular evokes a dreaful atmosphere, which vaguely reminds me of Castlevania. The gameplay is simple for the most part, but remains stable and well played thanks to a good balance that never stops, always offering different challenges with a nice touch that synergizes with the map. The variety of rooms and the dynamic progress make it feel quite fun, even if the puzzles can be a bit cryptic at times, the map plays wonderfully well.

#60 FOREST.WAD VER 3.2 AKA FOREST VALLEY

Author: Jean-Serge Gagnon | Year: 1995 | Wadarcheologist: Endless





Comment: Well, well, well. This is kewl. An iconic WAD forgotten through time. Forest is a collection of 5 maps for Doom, replacing the first 4 maps of E2 and E2M9. As the name suggests, it is set in a kind of forest visual. Of course, the only forest is the famous skybox image, which has been reused countless times by other WADs of the era, and, personally, one of my favorite skyboxes. The mapset is quite simple in theme and has a palpable appeal in the air thanks to its charismatic visual theme. The layouts tend to be quite 90s, with a cryptic and dungeon-crawl-like style, but it is much more understandable, easy to navigate and playable than most WADs of that year. The first 4 maps are decent, fun and fast. Most of these feature a semi-manageable progression that seems to offer different approaches; some maps can be completed with as little as 50% of monsters killed, while others follow a more traditional scheme. Probably the best map is E2M9, which makes greater use of detail, Doomcute and a more manageable layout that inspires adventure and traversal through that forgotten world. It is worth a try thanks to its innovative theme. The music is also another sweet detail that helps to increase the fun of this WAD, as well as the modified textures with messages from the creator. A little gem of nostalgia.







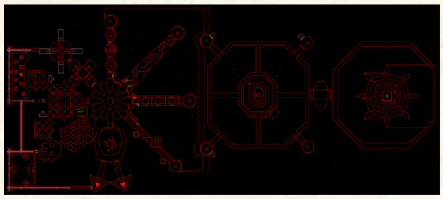
#61 BREAK-IN

Author: Pete Kolts | Year: 1996 | Wadarcheologist: Arrowhead

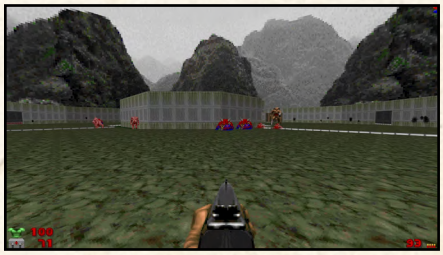
Comment: Break-In is a short, simple map by Pete Kolts, aka Psyborg. The map has many textural misalignments and a couple progression flaws, but I still think that this is a decent little level. The hook of this map, is that you are trying to enter into a secret facility. There is quite a lot of backtracking in this map, but you end up fighting new enemies each time, so it is not that bad. Switch actions are not always logical - but you should be able to find your way out of this map fairly easily - just remember that backtracking is the 'name of the game' here.

#62 SUNGOD 1.0

Author: B4 Boredom | Year: 1994 | Wadarcheologist: Optimus



Comment: The map starts in a way that might not be inspiring, but one has to continue playing and vow to explore everything and not run at the exit. It starts with a room and a teleporter. If one choses to teleport to the other side, then there is a door that can simply be opened and reveal a big central area with a Cyberdemon. One should come only much later to this area. In fact, if you manage to pass over the Cyberdemon, open the door, press a button, then in another big door in that central area the bridge is raised and you can reach the end, bypassing the majority of the map (missing all the more interesting stuff in the other side). Another funny thing is, if you don't press the button and reach that not raised bridge, there is acid and Barons, and if you die in the acid the level simply ends. So, just not enter this area and go the other side instead.







#63 KANSAM'S TRIAL

Author: Kansam | Year: 1997 | Wadarcheologist: ducon

Comment: It's a PWAD for Doom (nine maps for episode 2), so there you won't encounter arch-viles, funnies nor revenants. You won't blast pinkies with your double-barreled shotgun either. The maps are rather simply built, some of them might look like drafts (E2M7 or E2M3) but all of them are fun to play, yes, even E2M7. Nearly all of them are full of secrets. E2M1 is the start map, in a subterranean base. You have to find the chainsaw and the plasma gun to survive the boss. Then enter the building in E2M2, carefully find the way to raise the bridge to the exit. E2M3 brings you immediately into action… and into traps. E2M4 has a pentagram and a labyrinth that's not tedious. E2M5 is the gigantic castle with no less than 25 officials plus 5 non-official secrets. Here you will find the secret exit. E2M9 is a joke map with tricky traps, invisible teleporters and voodoo dolls. E2M6 is the city with six buildings to explore. E2M7 shows a huge canal with a lot of zombies and a graveyard. E2M8, the last map, is Kansam's grave that you have to climb to kill the cyberdemon. As said, I downloaded the version with the goofy sounds a long time ago. It's strange to be killed or to fear a monster that sounds funny in classic, sometimes frightening, Doom maps. This gimmick makes this WAD special. Worst, you want to be hit because of its funny sound.

#64 CAVERNS

Author: Knightmare (Doug Dziedzic) | Year: 1994 | Wadarcheologist: Endless





Comment: A fantastic map that, surprise, is set in a long and extensive cave system. The use of textures is simple but methodical, and the consistency is quite attractive for the entire length of the map. Probably better than that is the level design. The map truly feels like a cavern. The detail adds depth and height in each section, creating a realistic and claustrophobic atmosphere, like a real cavern. The layout itself helps to expand on this idea, although it can be a bit confusing to navigate, it manages to recreate the feeling of a real cavern completely well. The gameplay goes hand in hand, being mostly quite simple but fun, always offering good combat and more than enough items to survive without much difficulty in UV. The map sections feel distinctive and I appreciate how as we progress the progression becomes more intense. We start off cramped in a granite corridor, but little by little the map opens up to show us large-scale vaults, filled with water, or lava, and lots of demons. Truly unique for its time, and totally solid in every aspect, especially graphical consistency.





#65 OHIO EDISON OFFICES AKA FIRST ENERGY

Author: Colin Mitchell | Year: 2000 | Wadarcheologist: Arrowhead

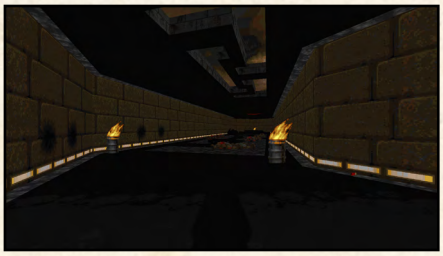
Comment: 'OEO' is a difficult map by Colin Mitchell. The map is essentially an entire city block, w/ many buildings you can enter. On UV the map starts you next to a spiderdemon, on lower difficulties this is replaced w/ a pack of barons. The spiderdemon start is very challenging, as you are given very little space to maneuver. The spiderdemon in this map is one of the most mobile I've seen, and it can follow you and trap you in corners on occasion, if it gets out of its initial room.



#66 TRYDENT.WAD

Author: Bjorn Hermans | Year: 2000 | Wadarcheologist: Arrowhead





Comment: This is a map by Bjorn Hermans designed to resemble a trident. Often, maps designed to look like objects fail - usually because the shape of said object is not good for Doom gameplay - this is not the case here. The shape of the trident really works quite well for a Doom map. Each of the three prongs of the trident offer a different gameplay experience, w/ the yellow key section being my favorite combat wise. This one is a pretty quick romp! Check it out if you have 5-7 minutes to spare!

#67 ELEMENTARY FORMS OF RELIGIOUS LIFE

Author: Mikko Jakonen & Pekka Tolonen | Year: 1995
Wadarcheologist: Arrowhead



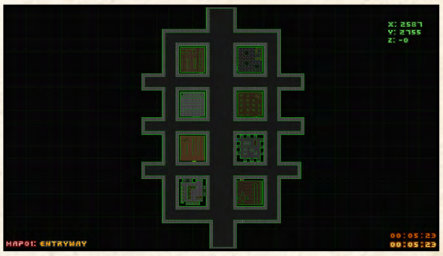


Comment: 'EFORL' is a fast-paced early deathmatch WAD by 2 Finnish doomers, Mikko Jakonen & Pekka Tolonen. The map, while not revolutionarily designed by today's standards - still proved to have many modern features, something I found surprising for a WAD older than myself. The map features a large rectangular marble room in the centre, w/ 2 circular rooms that branch off of that. In the northwest of the map is a supercharge, that you can only retrieve by patiently waiting for an elevator. This is something I liked - I like it when deathmatch authors punish players looking for power-ups, I believe it makes for more exciting gameplay. I don't like when deathmatch authors punish players for retrieving weapons, though. Something that this map does in two instances: The first is a plasma rifle that is in an inescapable pit. You can snag it by jumping down onto the rim of the 'well' from the spiral staircase. The second is a rocket launcher that is placed on -10 health damaging floor. These are relatively small offences, when you consider the positive aspects of this map.

#68 CITY5

Author: Brian Glines | Year: 1996 | Wadarcheologist: Arrowhead





Comment: 'City5' is a symmetrically arranged city map by Brian Glines*. This map sets you in a small town of tall office building type structures. There are not many enemies in this map, so don't expect too much of a challenge w/ this level. Enemies are mainly situated in the 8 buildings, w/ a few former human stragglers roaming the streets. I Included a screenshot of the automap of this level, to demonstrate its symmetry. What's here is really fun - good for a nice 5–7-minute distraction. Nice clean looking map!

#69 STRONGHOLD AT TIKAL

Author: Graham J. Percy | Year: 1998 | Wadarcheologist: Endless





Comment: WADs that attempt to recreate real life places, especially geographical monuments, are things of utmost admiration for my old explorer spirit. This type of WADs was peculiarly popular during the 90s, and here is an example of it. Rather than a recreation of the ancient Mayan capital of Tikal, this WAD takes a bit of creative liberties in order to keep a good focus on traditional Doom gameplay. I didn't have high hopes for what I would find, but I ended up being pleasantly surprised. This map features real (not 1:1 but satisfying) Mayan pyramids made by the author and using vanilla textures. The design and architecture are quite decent, giving it a solid effect of quality and originality thanks to the theme he chooses. While it doesn't feature new textures (like Mayan Temple) it rewards this with a solid design, understandable layout and fun gameplay. Simple but willing to give what it takes to reach a good status, this is a pretty fun map, nice to look at and quite nostalgic.

#70 CASTLE OF THE BERSERKERS

Author: Berserker[79] | Year: 1998 | Wadarcheologist: Endless





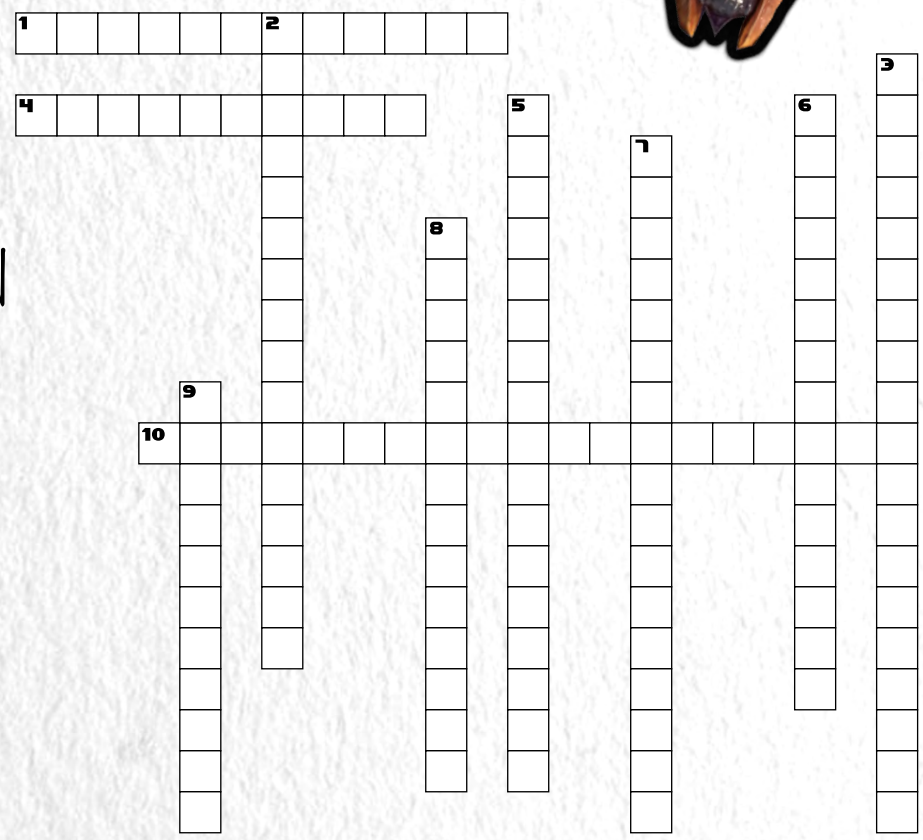
Comment: Castles! One of my favorite 90s themes, and this one delivers quite good. A gigantic, truly gigantic even for these times, gothic fortress in the middle of a kind of brown desert. This is a WAD that undoubtedly came with the desire to push Doom and the PCs of the 90s to the limit. It's huge, has about 300 enemies and depending on your navigation skills, it may well take about 20 minutes to complete. The exteriors of this map are probably the best part. They're detailed and one of the first examples of the year I've seen to make good use of depth and height changes at ground level, something that gives it a certain undoubted quality. The exterior color theme is a bit rough around the edges, but it overcomes this with good detail, positioning and an expansive layout. The main focus of the game will be inside the castle, and in this case, we have a classic example of an overgrown structure with too many rooms, some of which are somewhat empty inside. Fortunately, despite the modest interiors, the WAD offers enough enemies, varied encounters and dynamic progress to keep us entertained for a while. If you like the castle theme, this is one that's totally worth your time.

IMPY'S PUZZLE CORNER



RTX ON

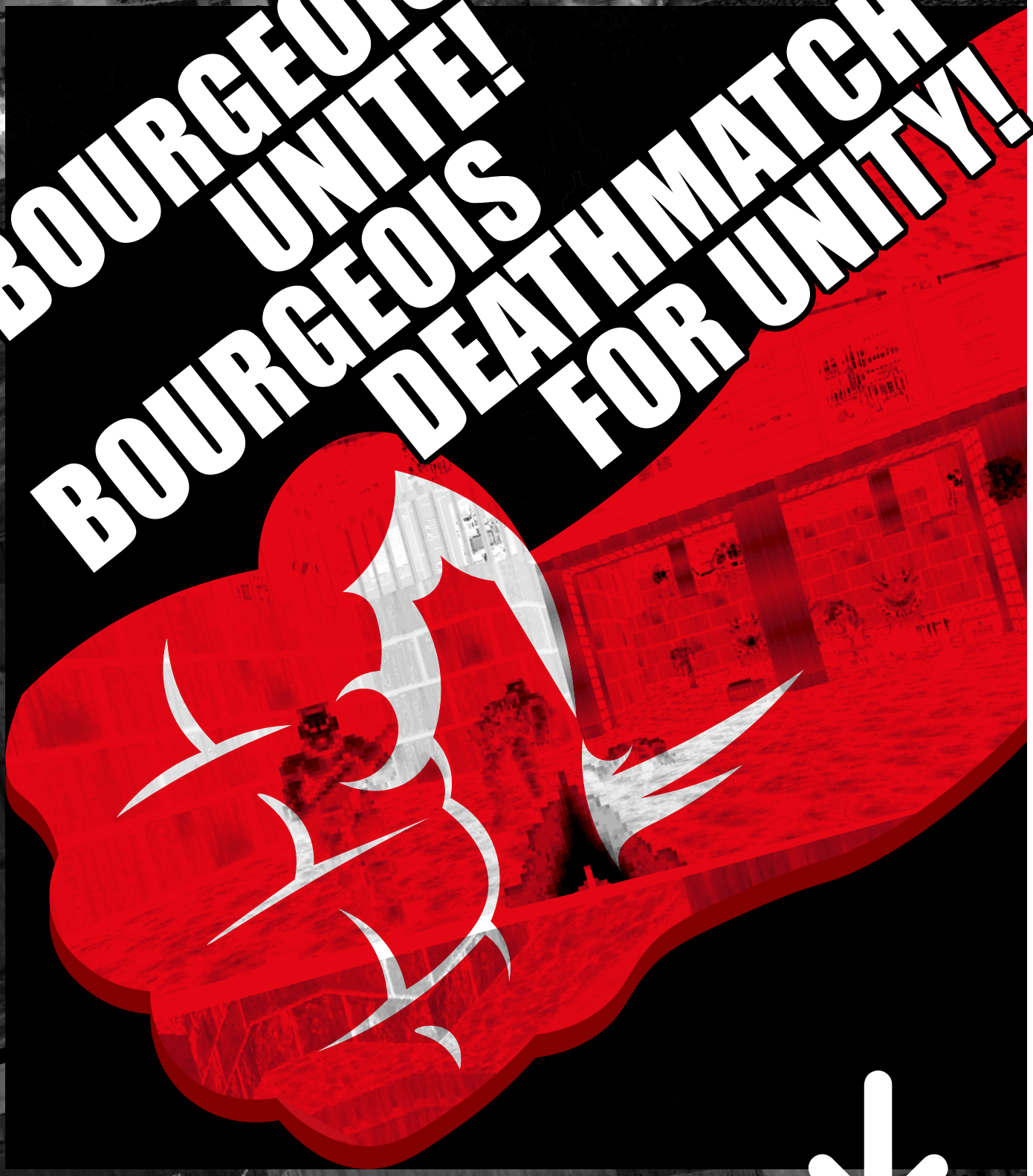
DBP SPECIAL EDITION



ACROSS
1. Tomato-based Gameplay
4. Grumpy Pyramids
10. King of the Monsters

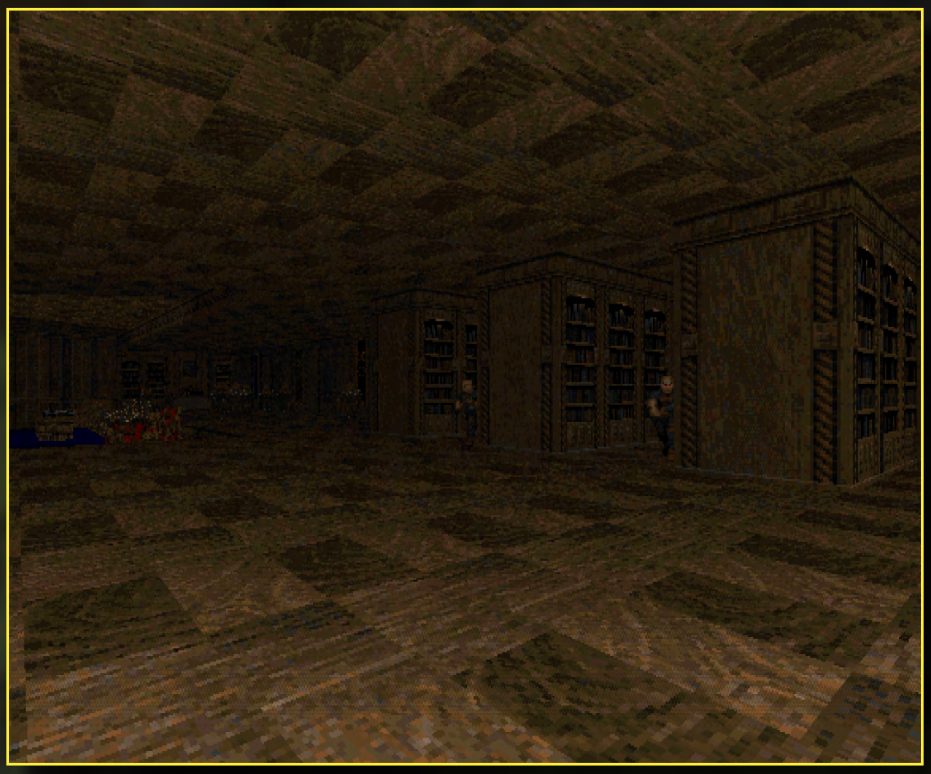
DOWN
2. 5/7 aint bad...
3. Endless loves D&D
5. A monumental release...
6. Pt... the metal
7. Good name for a Band
8. UFO Jerks
9. Legend of the...

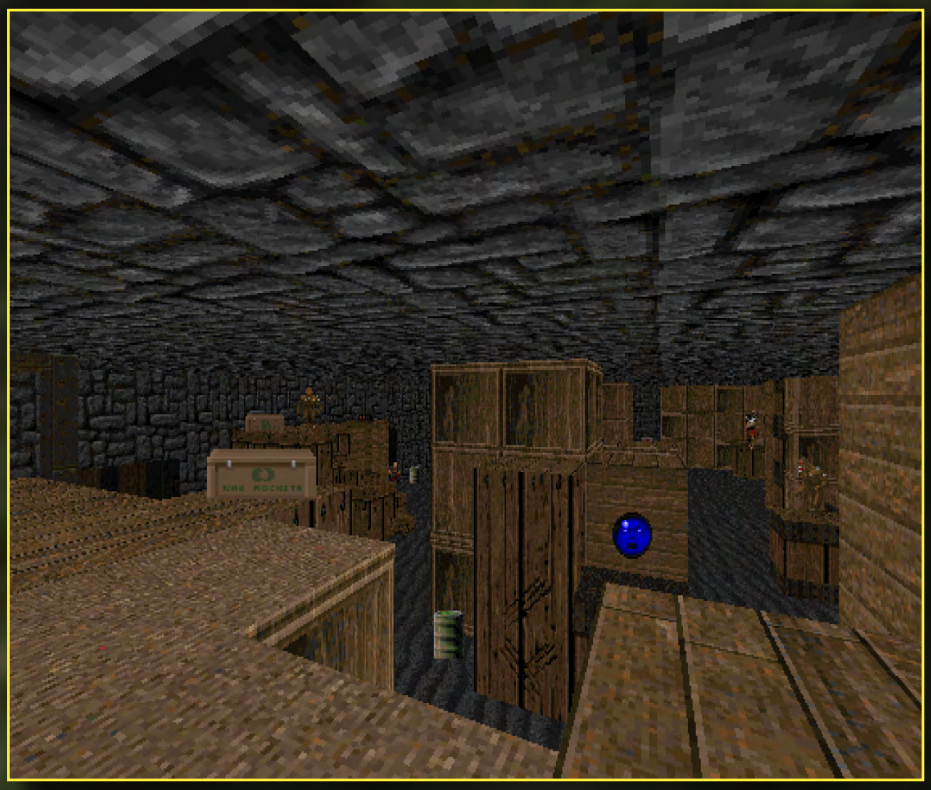
BOURGEOIS, UNITE! BOURGEOIS DEATHMATCH FOR UNITY!



/idgames
doomshack

VILLA OF PAIN



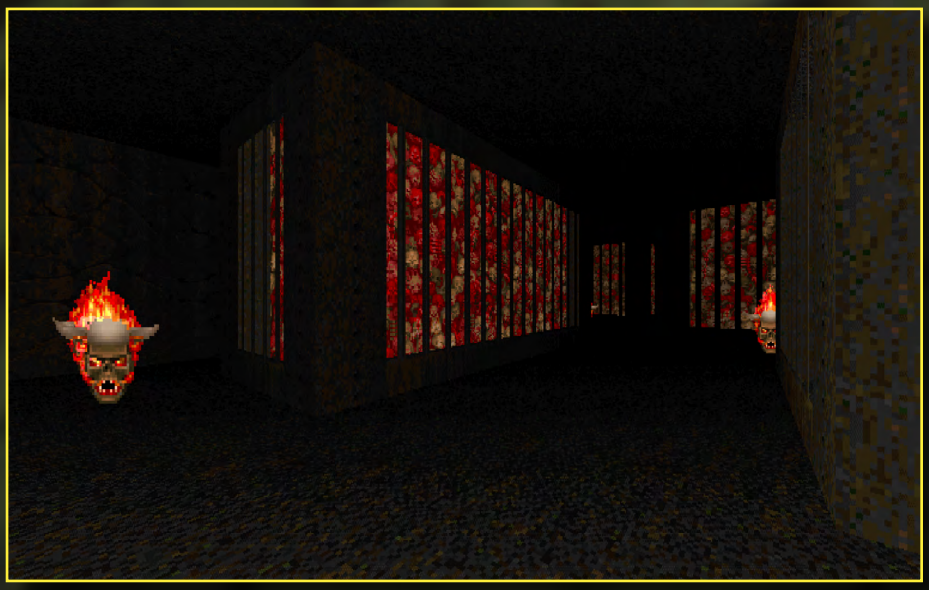


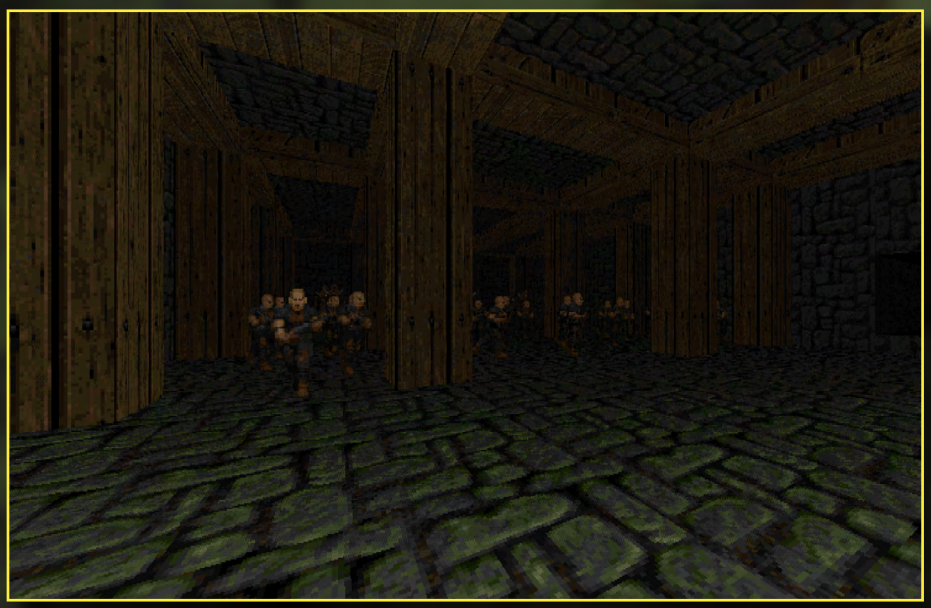
VILLA OF PAIN

By Michael Reed (1996)

We all know that the 90s were the year that gave light to the history of WADs, but at the same time, these were plagued with clear rookie mistakes that make them look quite primitive compared to maps of even the early 2000s, in part, this is due to a limited availability of tools for map design, and at the same time, the inexperience of these authors, even entering into this fascinating art. The 90s have a charisma of their own where even bad maps can have a certain appeal, but every now and then, more than one lost gem is born into the modern light and shows nostalgic qualities of beautiful appreciation.

Villa of Pain, designed in 1996, is a medium sized map with a rather cozy and cute design. As the name suggests, it's a sort of villa in a setting without much detail, but the villa interiors are incredibly well structured (for 1996) and the layout of the map flows sweetly as if it were a simple *Dungeons & Dragons* dungeon. The use of textures, despite being super simple, is cohesive and non-intrusive, creating a fairly clean look that vanilla (and brown) lovers will find very positive. The map design is quite varied; despite not being gigantic it has multiple rooms and different areas that





give it a refreshing feel without feeling too extroverted; hence why I compare it to a dungeon. Exploration is challenging, but it feels good.

And *Villa of Pain,* of course, has pain; this is a map that, I imagine, was solidly challenging for 1996. A huge crowd of enemies in tight areas and ambushes designed to surprise the player without crushing them unfairly. From hordes of shotgunners in columned rooms, to a fascinating box area with plenty of vertical combat and good variation. A marvel from start to finish; those little vanilla flavored gems that get lost in time, but from time to time are found for new appreciation.

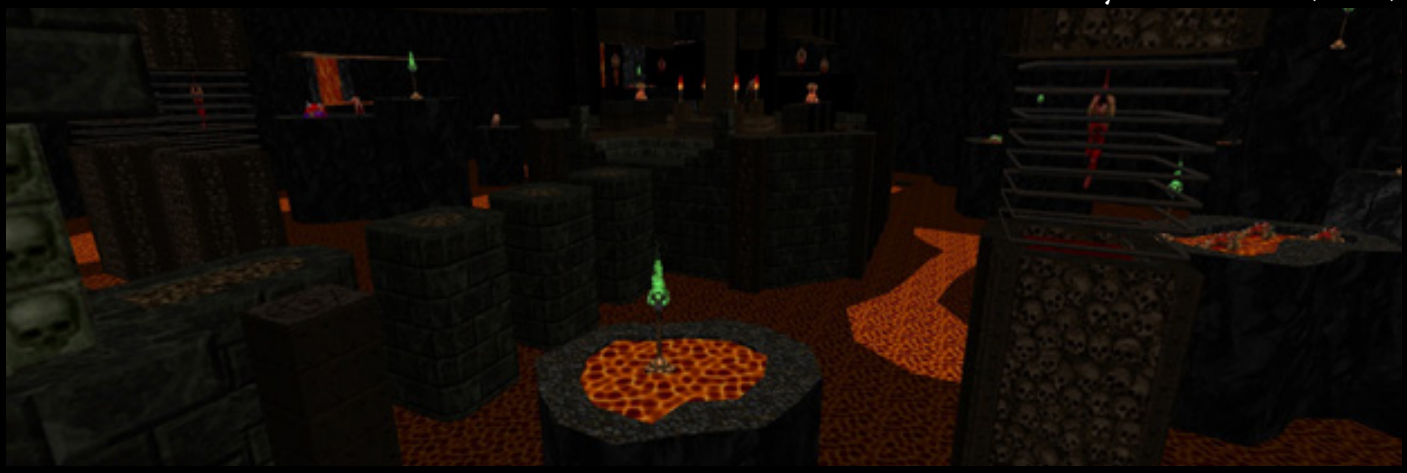
If you love the classic style of the 90s, but hate the overall execution of the archetypes that were pretty common back then, then you'll love this because it lacks any kind of unnecessary pain, cryptic progression or insulting difficulty! It's a bit shorty, but quite fun!

- Endless



MY HEART MAY FAIL

by Death Bear (2021)

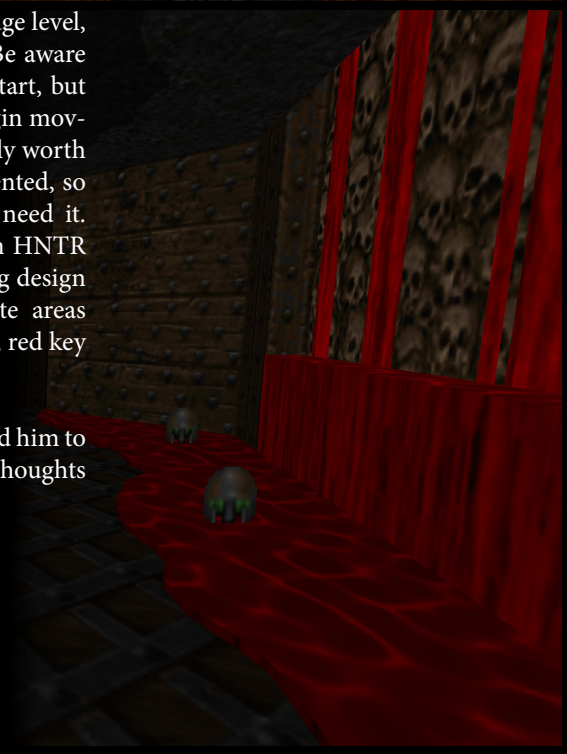


If you have never played any of Death Bear's maps, you may want to jot it down on your wad list. DB does a lot of speed-mapping so he has been churning out quite a few maps for many community projects. It's actually quite impressive how good his maps are considering how quickly they are made.

However, one of his more recent maps, "My Heart May Fail" was not a speedmap at all. DB mentioned that he was not on a tight deadline when designing it and I believe it shows, because this map shines.

My Heart May Fail is part of a mapping project created by members of the Doom Master Wadazine community called Thy Flesh Vored, a project inspired by Episode 4 of Ultimate Doom.

This is an expertly designed hell style level that has challenging combat, fun platforming, and super cool looking aesthetics. Also, while not being a huge level, it is fun to explore in this map. Be aware that it has a somewhat difficult start, but try several times if need be to begin moving ahead in the level, it's definitely worth it. Difficulty settings are implemented, so choose a lower difficulty if you need it. Heck you might want to try it on HNTR just to look around at the amazing design of the various areas. My favorite areas were the central platforming area, red key area, and the exit area.

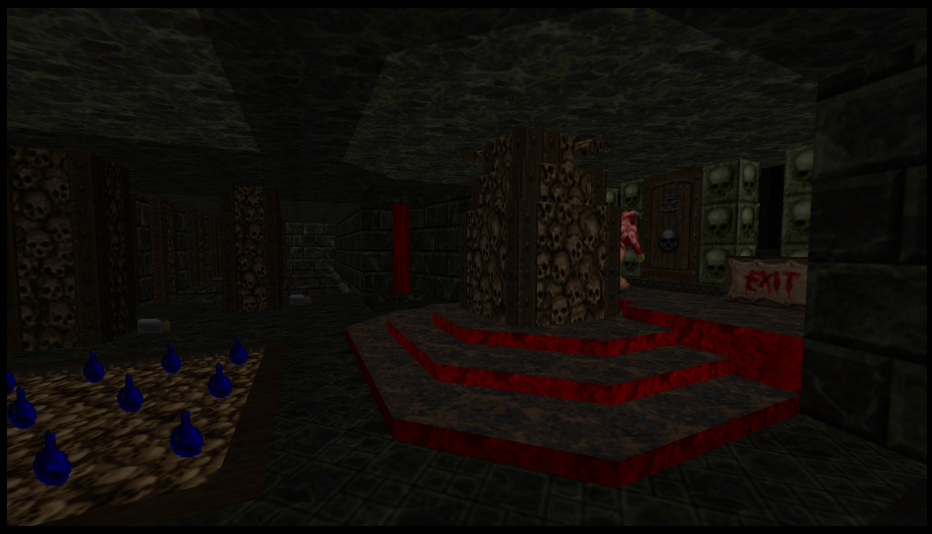


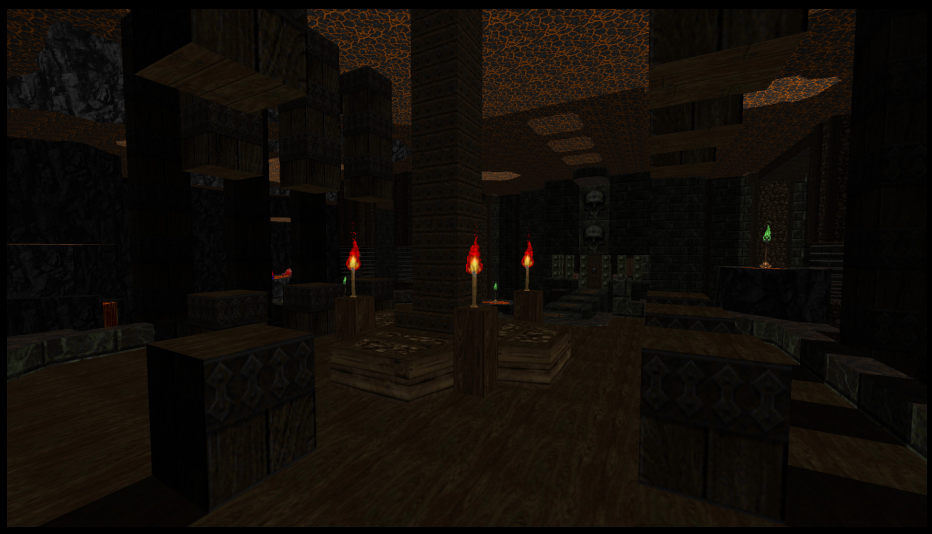
I asked Death Bear what inspired him to design this map and some of the thoughts he had while working on it.

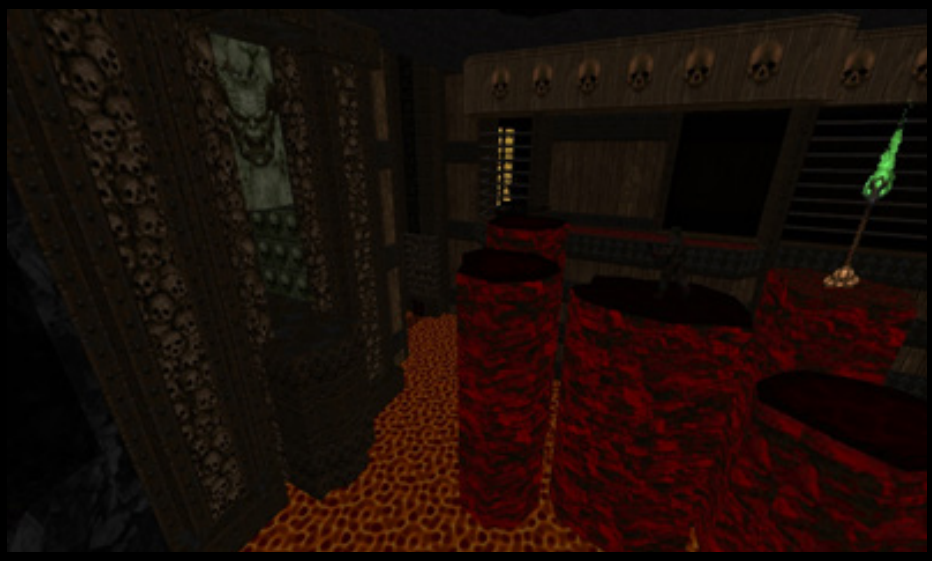
"Well, I participated in Imperfect Hatred, where we made maps inspired by E4M2. That was my biggest inspiration: the hot start, the central platforming area and lava floors (and the platforming, in general), the underground hell aesthetic, the lava-lined cavern, the stairway back to the central platform, the wood all over the place, the use of barons. I designed some of the set pieces primarily inspired by E4M1 (blue key area) and E4M4 (the area with the red key), with one of my secrets inspired by M1 (red key room). I was also somewhat inspired aesthetically by Romero's work in SIGIL. Some of the other pieces (yellow key room, BFG room, side room with the arachnotron, final room and final aesthetic area) were just experiments. This was my first map that wasn't a speedmap (or map with a specific time limit), and my first real hell-themed level. I've mostly done techbase-type stuff, so I figured, if I made another hell level, what would I want to say? And went with that. I feel like somewhat it is several disjointed set-pieces, but so was "Perfect Hatred" (at least in my opinion). And I intentionally made it that if you stumbled into an area you weren't prepared for, it was HARDER, but at least for me, most of them seemed able to be beaten…but the player was meant to be rewarded for exploring. Kind of a staple of mine is damaging floors and drippy liquids, so I really went with that mostly. Also, I've been really into involving a focus of verticality lately, and after what I did in Skulltiverse https://www.doomworld.com/forum/topic/120210-public-beta-v4-0107-skulltiverse-a-spiritual-sequel-to-helleva-tor-boom-speedmapping-community-project/, I figured I should continue that exploration."

If you want to play a great looking, well designed Doom level, I highly recommend My Heart May Fail. When I finished it for the first time, I immediately said, "Wow, what a map!" It has quickly become one of my favorite maps of all time.

- TheGreenZap

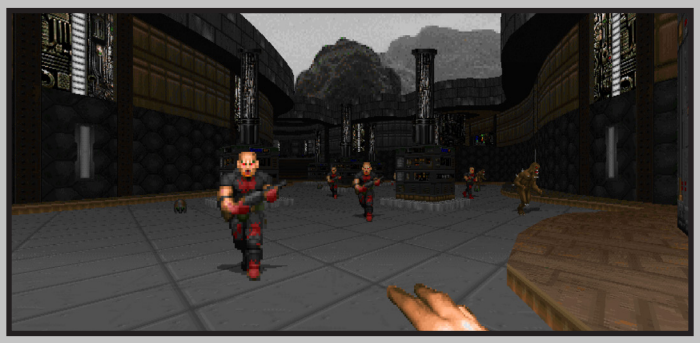




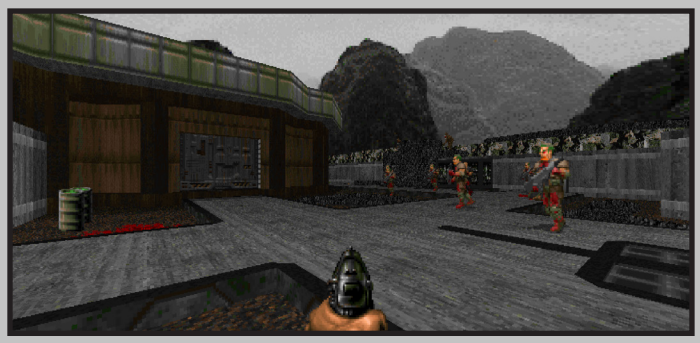


A replacement episode for the original Doom, with a design as pleasing as solid, with a gampley that evokes fantastic feelings of classic years of yesteryear. 9 maps in total and each of them a solid effort worth playing for any reason.

Visually it's a fascinating work of art that is a welcome veneration of the tech-base genre; the maps are visually sweet to look at thanks to an excellent use of classic textures and a compact design that creates an atmosphere that allows you to more closely appreciate the details and design, as well as the comprehensible layout (on most maps) and the variety of synergistically connected rooms on each map. With little divergence from a general style, each author has decided to use small differences in design to give them an identity that fits the general rule of E1. The bases are sometimes compact, closed with a multitude of computers and darkness; other times they are open, large, with plenty of outdoors areas and a multitude of secrets, and of course, the ending is, this time, a little more complicated than the classic anomaly of always, closing the set in a different tone.







Deadly Standards

(2018) By various authors

Deadly Standards, despite the name, is not as deadly as we might expect. The fact that it's an episode for the first Doom means we'll have fewer enemies than before, but the lack of variety is rewarded with good enemy management and careful positioning designed to offer a solid challenge without going too far. A zombie-fest, you'll encounter hordes and hordes of these enemies, which are entertaining to kill, admittedly. On the other hand, if that bores you, the final map will throw you for a loop by giving you one last surprise. Personally, I hated it, but more than one person will like it.

You can't ask for more or less. This WAD manages to create the perfect balance between warmth and number. The 9 maps are solid, some may be more cryptic to explore than others, but each one offers something new without being too different from the rest, creating a good sense of cohesion that sticks and is enjoyable.

- Endless

BACK TO SATURN X

- Get Out Of My Stations - -Ep.I-

(2012)

By esselfortium et al



Does BtSX need an introduction? It is among the greats, next to Eviternity, Ancient Aliens, Going Down, Valiant, etc. One of the most iconic megawads in history that led a kind of resurgence in activity during its secretive and curious development. Back to Saturn X is as iconic as the word itself, and almost 8 years later, I've finally played it.

My opinion?

Hey, it's pretty good.

Back to Saturn X sees the Marine back in battle in a twist of theme and location; we now find ourselves on another planet and in another kind of tech-base, but everything feels familiar, revamped and upgraded for a new round of pure destruction. The presentation of this megawad is no joke; it has such a pure, unique and appealing style that it has practically become an archetype in its own right. It introduces a new style reminiscent of the classic tech-base, but expands its boundaries with a new set of fantastic textures as well as some slight changes to the color palette that make it feel relatively refreshing. The textures are a marvel, that has to be said right off the bat. It's probably the first thing that will catch the eye of new players (as well as the fantastic sky texture) thanks to the solid quality it establishes right from the start. The colors are muted, usually brown, reminiscent of Quake, but the details vibrate with fascinating warmth and show a plethora of variety that is as appealing as it is consistent. Textures bring the new set to life, and the maps are another roll altogether.

Back to Saturn X is a series of megawad/partial conversion projects for Doom II, designed to be compatible with DOOM2.EXE. Created by the Back to Saturn X Team, it features an exclusive texture set, original music, and a new palette and colormap.

Song and album titles from Guided by Voices provide the title, episode names, and map names. Titles and song lyrics are incorporated into the text screens as well.

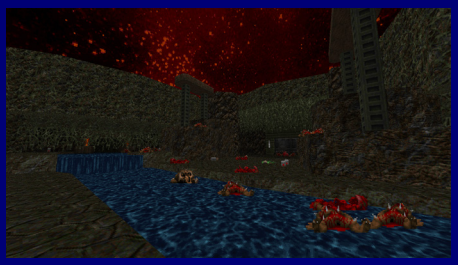
The first episode was originally released on December 10, 2012 for Doom's 19th birthday, featuring twenty regular levels, one secret level, and a recurring train station hub. An additional level was inserted in a later release on August 1, 2013. The first non-beta release was on February 27, 2017, and inserted another additional level. The episode received one of the 2013 Cacowards.

The second episode was beta-released on 1 September, 2014, with another twenty-two levels, a secret level, four episode hubs and an ending screen. It received one of the 2014 Cacowards. Its final version was released on August 14, 2020.

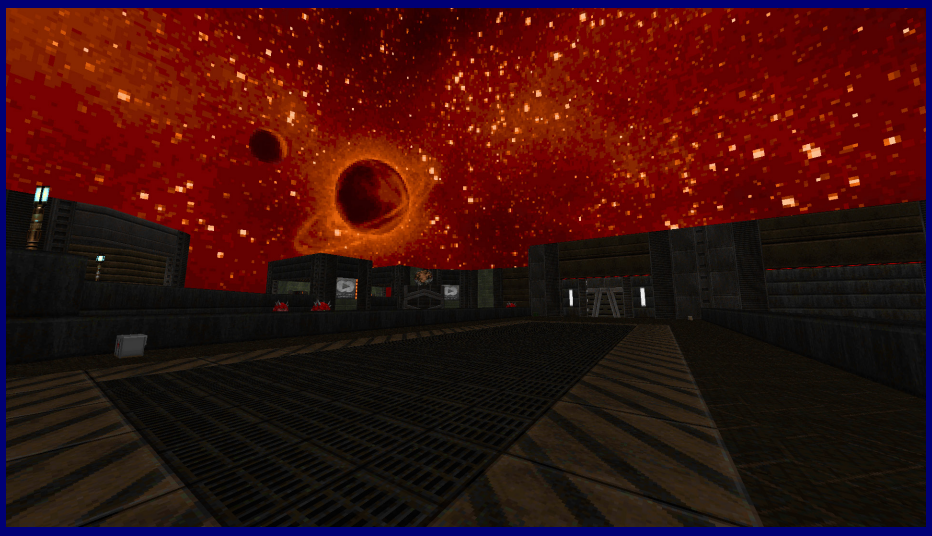
On June 25, 2020, the first episode was added to the list of official add-ons for the 2019 re-release of Doom II. This curated version replaces all the Guided by Voices-derived level names and its title is reduced to the acronym «BTSX Episode 1». The title screen was changed accordingly, and jokingly expands the title to «Better Texturing with Startan X». On August 14, 2020, Episode 2 received the same treatment with the joke subtitle of «Big Towers, Says Xaser».

-doomwiki

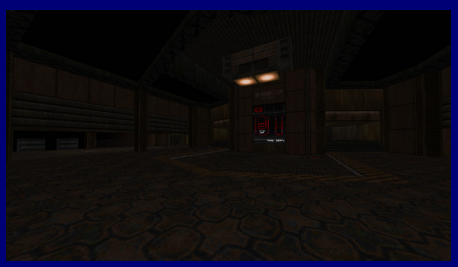




Now, I have to be honest chief, I may not have enjoyed the first half of this megawad very much. Probably due to the high expectations I put on top of it; this is partly my fault thanks to the thousands of positive reviews out there, and going into the megawad, well, I have to admit that the first few maps are not my cup of tea. They are huge, these maps are much bigger than your average megawad map, from the beginning they clearly state that priority. The maps can be quite punishing as well, but they don't cross the line into unfairness. As I said before, the main theme here is tech-base, and I mean it. The entire megawad is set in dark tech-base.







Back to Saturn X is an ode to the classic Knee-deep in the Dead style, with a modern twist that gives it a new twist. The first few maps are direct homages to this, perhaps a bit too homage-y. But when this megawad really captured me, it was with the last few maps. They show fascinating layouts, complex and deep, but offer varied paths and their progression is stable enough to avoid wasting time. Combats increase, become more and more challenging and fun, and above all, the maps stop being exact copies of tech-bases, and combine styles with the main theme, giving it a new paint job that I really appreciate. I want to give a special shout-out to @Tango for creating the coolest finale possible. Absolutely loved it! And of course, I also have to mention one of the most notorious features of this megawad, and one could say, popularized: Its hub maps. The maps are short, simple but work so well as intermissions to give us a break. They are simple train stations, where we change trains/stations to continue to the next level. In theory, we travel from base-to-base clearing demons until the base is completely liberated. This simple, but novel change, creates a solid sense of progress that I love, and evokes a magnificent artistic realism thanks to its serene presentation. The lasthHub map, just before the big final battle, is one of my favorite scenes in Doom. I absolutely adore it. And, I must reiterate, although I wasn't a fan of the long and complex maps of the first few acts, each map brings with it a solid quality and fascinating essence. Sure, it's not my style, but that's not to say they suck; on the contrary, they're great, and bless you if your favorite visual theme is tech-bases. To make it better, you have one of the most iconic MIDIs ever, so I'm sure you'll enjoy this megawad. Playing 1 or 2 maps per day is an ideal way to appreciate it without feeling too burnt out. UV fans will find it a good challenge without having to jump into the ridiculous. Solid all around in the gameplay department.

While I have to say that it didn't quite live up to the ridiculous expectations I had, it's also a bit unfair to say that this glorious megawad is a meh. It's great, it's fun, it can be somewhat exhaustive, but that ending, oh, that ending makes up for everything. And of course, how can we forget that BtSX is also a technical marvel. While I'm no savant of the intricacy behind mapping and Doom, this megawad ran into serious problems in its development by pushing the limits of vanilla beyond the limits, and yet they still managed to complete it and make it fully compatible with vanilla. That alone is more than enough to admire it. It is a classic, and one that deserves its reputation.

- Endless



BETA 64

for Doom 64 EX & Doom 64 CE

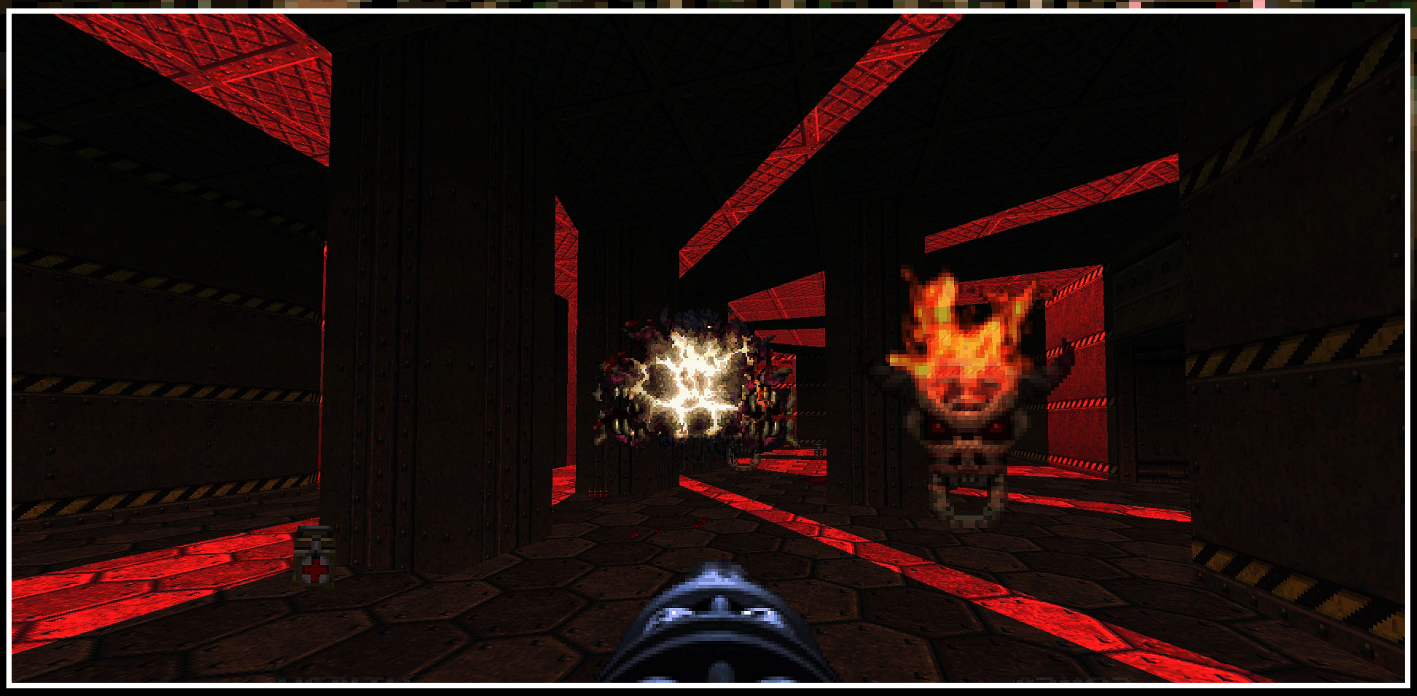
At the end of 2018, Beta 64 spawned with 31.5 levels for Doom 64 EX. The sole author, Antnee, spent three years toiling the linedefs of hell to make the first of its kind for Doom 64 EX. And you are reading the level count right, there is half of a level which is an unfinished bonus level. It is a skeleton of sectors at the edge of sanity. Perhaps it was a foreshadowing for the naming of this megawad, as it is now technically always a beta...



This monument to carnage was built under the philosophy of "Doom 64 the way Midway did," so if you love the campaign of Doom 64 you will likely love this too. It follows a similar progression of an initial episode of tech bases and then a longer trek through the belly of hell. Of course traps and ambushes return to keep you on your hoofs. One of the subtle quirks about Doom 64 was that it was designed without quicksaves in mind. Sure you could save between levels, but you could not abuse mid-level saves like the Doom 1 and 2 fanatics do. Thus each level was made to be an unbroken experience and thankfully remains true for all of Beta 64. So take that finger off of F6 and get your chaingun ready for the Pain Elementals. You may need it as the difficulty level is approximately one level higher than the base Doom 64, perfect for the slayers who wish to continue their journey.



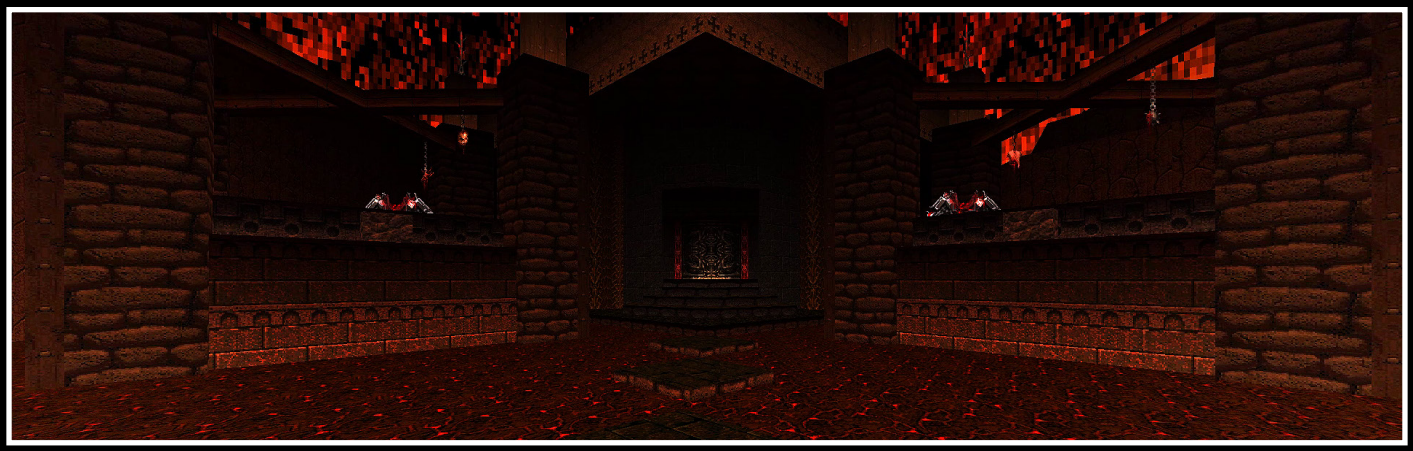


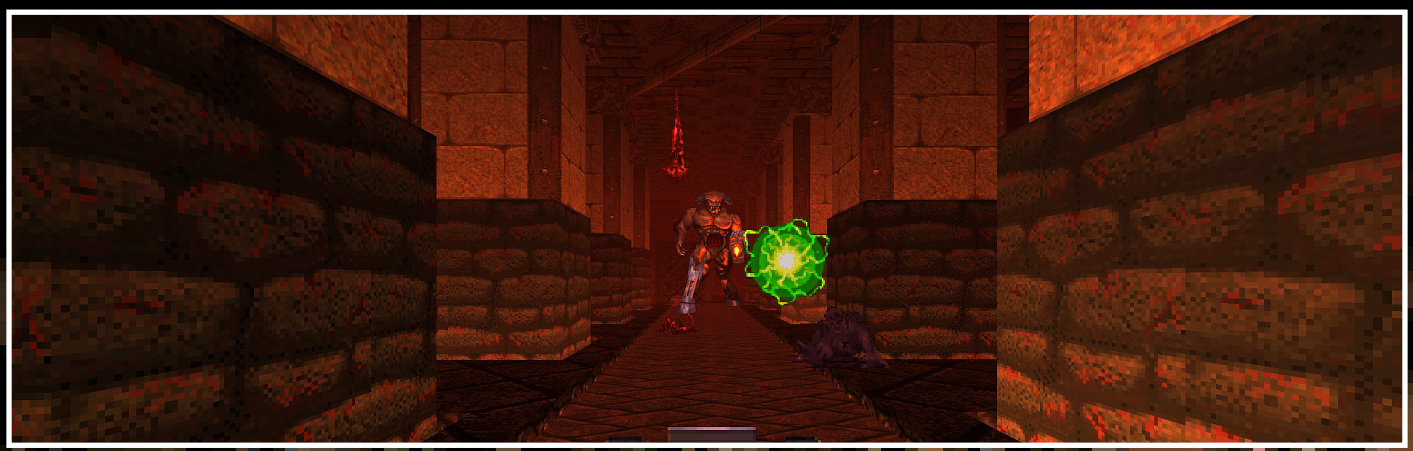


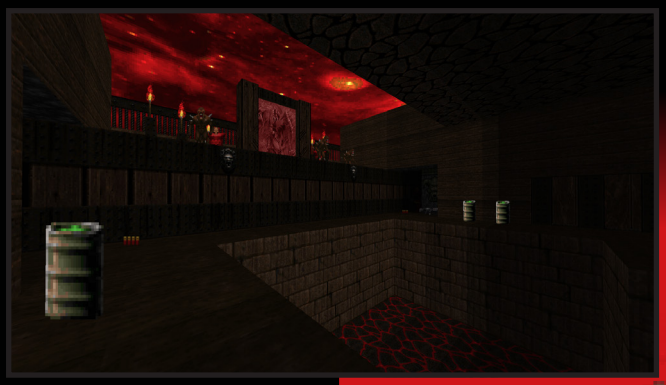
If you dare face up against the resurrected demons one more time, you will encounter many fantastic levels. “Mines” has excellent use of gradual darkness for the feeling of sinking deeper into the earth and madness simultaneously. The use of sector-based cracks masterfully breaks up the repetitiveness of textures in “Profane Paradise” and “Tartarus,” something which “Sigil” would make a lot of use of a year later. “Umbra” will have you taking a second look as it plays tricks with your memory. Your hubris will be put into check with “Simplicity” and “Court of the Crimson.” And even when you think you have killed the last of the demons after “The Hive”, you discover your mission is not over! It would not be a Doom 64 megawad without some “fun” maps, which have returned to test your might and mind.

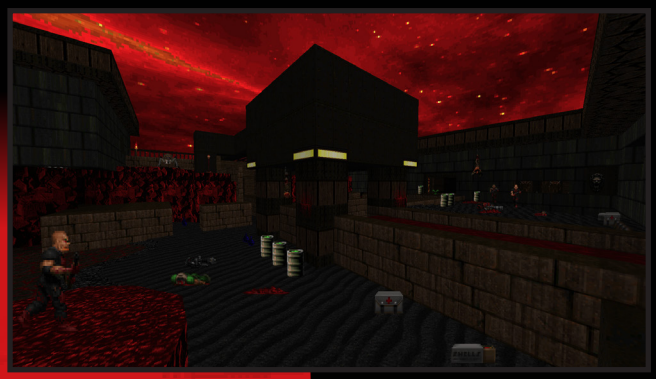
Despite Doom 64’s level design being generally well-received, the “Midway” mapping philosophy is much less common now. Thus Beta 64 is refreshing and a devilish delight to play. It feels like the sequel to Doom 64 which was completed in a parallel universe. And like its inspiration, the achievement of Beta 64 is a slow but sure burn. A testament to its growing notoriety is its adaptation in progress for Doom 64 CE, which should please many GZDoom fans. This new version will come loaded with an original storyline, upscaled graphics, smooth animations, and dynamic lighting. Right now it is in the playtesting stage so keep an eye out! As far as Doom WADs go, Beta 64 is a hidden gem that is a must play for Doom 64 fans and soon it will return once again with a fresh coat of blood.

-Immorpher









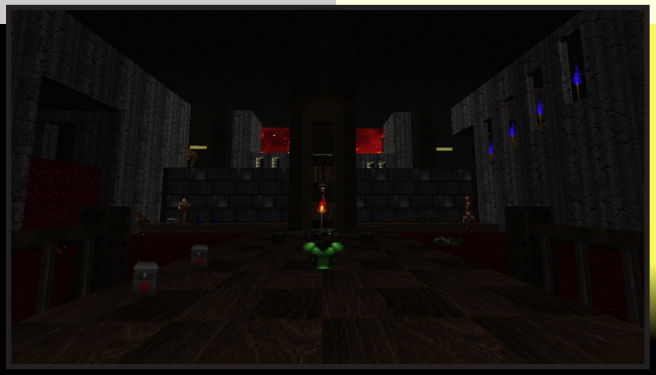


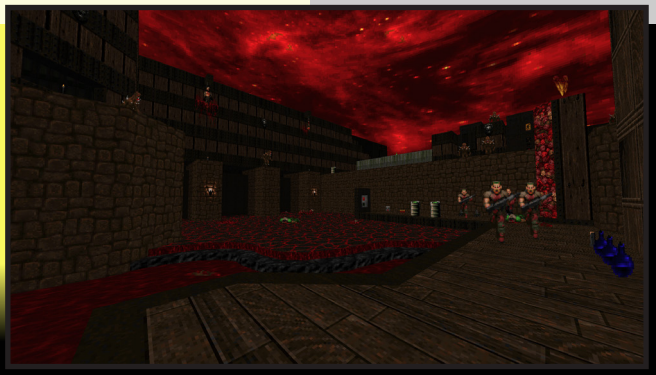
The veteran shows us once again that his map making skills are still at their best! The Mean Green 2 is the sequel to the original WAD, this time being twice as violent, twice as dark and twice as intense. 3 maps for Doom 2 with a new palette of dark colors and intense red, as well as adrenaline-filled levels that will make you want to bleed from the eyes of pure rage created by the ecstasy of the massacre.

The 3 new maps are a fairly simple design and a very short layout, but each of them is designed to become an arena of pure, pure combat. What you will quickly encounter from the start is the new color palette, which, more than new, is modified. The colors are now darker and the red feels more intense thanks to this, which gives it a very special touch and makes it feel full of personality. It may be difficult to navigate these maps if you play with low brightness, but with a few tweaks, it's worth it. The maps are sensual, fun and very detailed. All done in glorious vanilla textures, with a few touches of people here and there. The style of each map is palpable thanks to a good focus on creating a steady progression where combat is what moves you. Rivers of blood flood this WAD, and with good reason! For these are arenas that, despite being small, are ready to give you a good kicking if you're not prepared. From the first map to the last, you will drown in the blood of a gothic world, dark and with a hellish touch.

When we play The Mean Green 2, one word will stand out: Mean. This is a rough, tough and well-made mapset to offer us the maximum challenge without the need to drown us in unfair fights or resort to dick moves. 3 maps designed to give you a good pass of pure combat, constantly. It does not let you breathe at any time and always keeps moving. This great combat system can also be attributed to the fantastic layout of each map; as connected circuits, designed to progress for every minute that passes and raising the difficulty little by little, as well as giving us a variety of encounters that, added to all the genius, create a dynamic combat well designed and super violent, oh yes, very violent. To make things even better, each map has a cool song to accompany us in this sonata of war. My favorite map is without a doubt MAP05, which contains one of the best metal-midi pieces I've ever heard in my life. Totally epic from beginning to end.

The Mean Green 2 is a worthy sequel that does what a sequel should do: double the quality, double the excitement and double the intensity. It's fast, it's short, but it's incredibly satisfying and relevant. The difficulty is a serious blast, as are the new visual effects thanks to the use of different colors, and of course, the maps are, despite their slight size, incredible and sweet to admire. I highly recommend this WAD! Especially if you like violence, baby.





UnBeliever

[2019] Ryath/scwitha

Hello again, my fellow friends of the old school - whether you are old or new, it is time for another vanilla review from yours truly! I went off on an adventure in **Heretic** for a while - as a break to the typical Doom action - after I watched a dwars video or two on a more recent **Heretic** *wad* simply titled ***Unbeliever***. ***Unbeliever*** is a vanilla *wad* and will work with any sourceport, and there is even some DECORATE stuff for ZDoom to emulate more vanilla behaviors should those be your source port of choice, I used DSDADoom for **Heretic** as it has good vanilla support. There is a patch included, but it only changes the level names, which can be funny, but are not necessary, so it isn't a big deal to skip loading, and only the first 3 episodes are replaced overall - the extra ones have no effect.

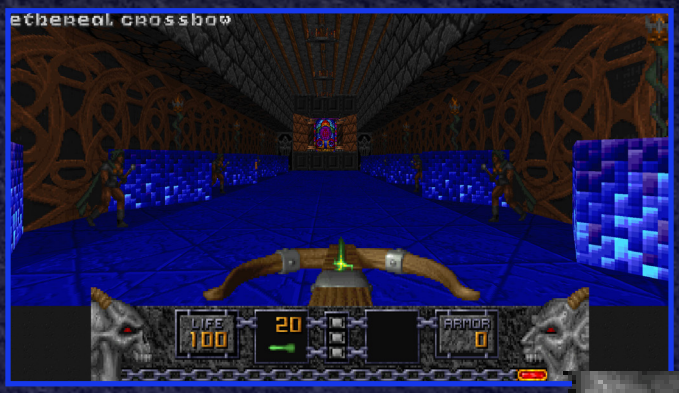


Unbeliever has a straightforward premise and doesn't aim to be very fancy or highly exploratory. Instead, each episode has a gimmick that is followed which determines how the maps "operate" and the challenges you will face. As per the txt entry, Episode 1 focuses on "gimmicky" combat scenarios generally pushing the use of certain items to win the day; for example E1M3 is dark everywhere, but has plenty of torches for you to use to mitigate that problem. Episode 2 maps tend toward being action packed and short with only 100 linedefs per map, and each is constructed to challenge you to find a strategy on each map to attain victory. Episode 3 is very interesting and involves a lot of puzzles solving, secret finding, and solving mazes. This is an interesting approach to DOOM like gameplay and while I don't find such things as entertaining in larger amounts - this provides some players with a different sort of challenge.

Each map looks decent, and while there are not any unique textures with a gameplay focused *wad*, the maps are well composed. Each map is carved out differently and nothing feels entirely the same even on Episode 2, which only has 100 line defs in each map. The combat flow depends entirely on the map being played with Episode 1 - focusing more on using them within the confines of it's gimmicks, and Episode 2 providing constant but not too drawn out action keeping you on your toes and forcing you to formulate your solution to the problem and a strategy to fully utilize your ammo. The difficulty on 'Smite Meister' doesn't feel too rough, and should be challenging without being crushing - especially with practice. Overall I think ***Unbeliever*** follows a nice model, if simple one. It puts emphasis on many aspects of gameplay leaving something for many players in each episode. I feel ***Unbeliever*** is also a nice *wad* to play if you want to practice aspects of **Heretic** gameplay - I find it entertaining to do runs of it, and have posted a couple of speedruns of Episode 2. Anybody looking to play around with the gameplay of **Heretic** should check this *wad* out, it is worth a try.

- Eric Claus





DBP22: BIOTECH IS GODZILLA

(2020) By the Doomer Boards Community

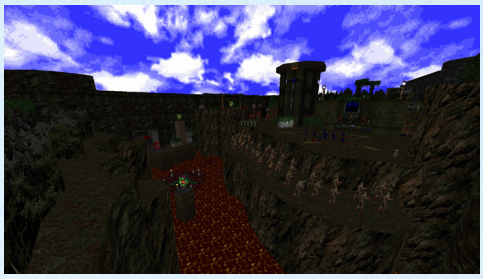
The scent of a good pine tree, the sweet dew of the morning mist, the grass between your toes, the leaves falling on your hair, demons tearing each other apart under an eternal rain of agony and blood, little forest animals sharing the love of nature. Another great day for green lovers. And even better if you're a Doom fan, because here we combine not only the best of nature, but also a bit of ultra-violence. Oh yeah.

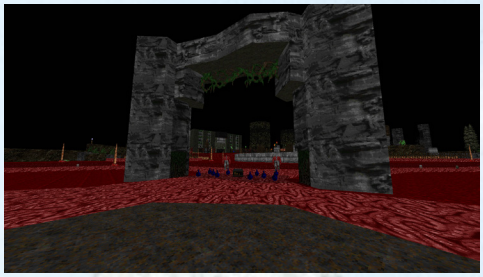


Biotech is Godzilla is project #22 of the Doomer Boards Projects, this time directed by glenzinho and with the collaboration of the typical crew. The maps, as I said in the short introduction, are set around a sweet ecological surrealistic theme, where the combination of technology is overshadowed by the biological advance of an unstoppable nature. And what better name to illustrate such a surreal theme than to combine Biotech with one of the best anti-pollution allegories in history: Godzilla, or Gojira, for the cultured. Both names seem to give a sense of something different, unique and wild, and I think it combines perfectly well to describe the kind of maps that we will find in this great WAD.

Starting with the first map, we can see where this realization comes from. The visual theme is green; nature combined with a bit of technology and human touch, like small outpost lost in the middle of ancestral forests, or a cabin hidden among a kind of magic plane. The idea is, clearly, to combine a fantasy species with a more palpable reality, and add to that the typical violent scheme of Doom's visuals and as a result you have a fascinating set of maps that seem to be taken from a dream. Dream-like is a good word to describe certain maps that we will come across, that go so deep into the theme that they literally tell us to our faces that this is a dream, and a very good one. And, of course, as we've come to expect, we have a solid quality map set that maintains that quality throughout the map progression. The layouts are a bit more complex than you'd expect from your average episodic mapset, but make up for it with great detail, well-defined flow and, of course, fantastic presentation of forests drowning in technology. The average length of each map ranges from about 10 to 20 minutes, depending on your game type. Some maps have exquisitely complex layouts that connect in such a way that the action is unstoppable. SuperCupcakeTactics is a master of this map making technique, one that I admire and enjoy, always delivering just the right amount of violence to keep us engaged in combat for a while. And speaking of combat, boy does it stand out here! First of all, it's worth mentioning that new enemies join the classic Doom repertoire. The Imp is replaced by a cybernetic version that shoots plasma.

The Baron now instead of throwing boring green plasma balls at us, shoots missiles directly at our faces, effectively turning him into a mini Cyberdemon, much more manageable, of course. And the Lost Soul is now replaced by a weaker variant, similar to Doom 3. The rest of the changes to the enemies are purely cosmetic, adapting them to their new reality of corrupted nature and techbase. The maps combine quite well with the new monsters and vice versa, giving it a solid visual consistency, entertaining and well done. Even if some maps can feel a bit more stretched than necessary, they always remain fresh and fun, partly because it's hard to get bored of such a unique, fresh and simply green visual theme, in every sense.





This WAD is, like the other WADs in the series, uniquely themed. It is a visual specimen that we do not find everywhere. It moves away from the typical Doom tropes and seeks to enter a more surreal, striking and quite refreshing field. The visuals are a great job, detailed and attractive that works successfully thanks to the fascinating design of the maps. Biotech is Godzilla is fun, challenging and worth playing, even if it's just to admire the visual theme, which makes you want to breathe it through the screen. Just good!

-Endless

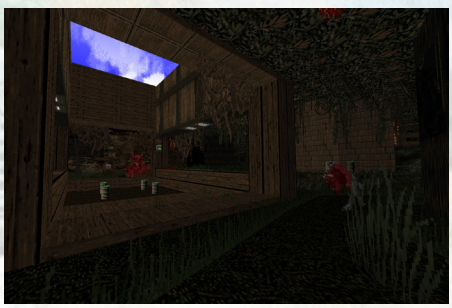
Let's not let the new hippie aesthetic water down our senses. What we have here is a considerably challenging WAD in the difficulty department. The new monsters are practically improved versions of their predecessors, sporting new weapons, cooler designs and of course, considerable intensity. The maps have a fairly heavy enemy density, at times becoming a sort of semi-slaughter arena-ish. The sonata of bullets and explosives is constant, being the navigation and movement of the player a key factor to ensure survival. The maps have a stable difficulty in general, being the vast majority of them similar in terms of challenge presented, which makes the difficulty curve feel more like a horizontal line than a curve, although it is a high line, that is, of course, until we reach the last map, where the line becomes a mountain. Probably my only complaint is the bullet-hell of the final map, being unnecessarily catastrophic and a bit ugly, but still, the rest of the maps are of excellent quality and a balanced challenge.









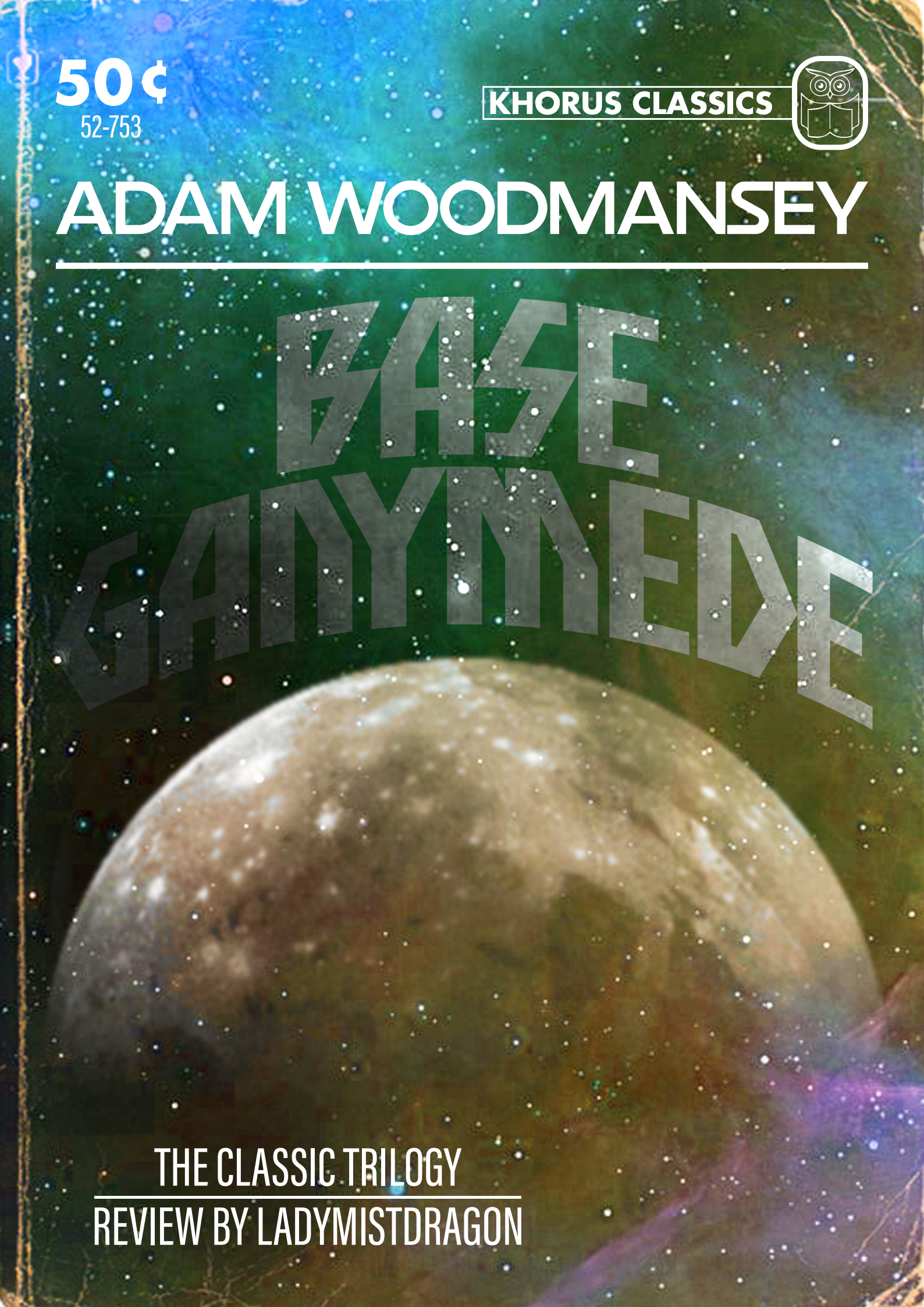


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52-753

KHORUS CLASSICS

ADAM WOODMANSEY

BASE GANYMEDE



THE CLASSIC TRILOGY

REVIEW BY LADYMISTDRAGON





Base Ganymede
by *Adam "Khorus" Woodmansey*
February 2012
Review by *LadyMistDragon*

There are few speedmaps made for the original **Doom**. There might be some speedmapping projects and such that have them somewhere, but virtually none are celebrated. The exception is *Base Ganymede*, a 2012 Cacoward-winning megawad created by the massively-talented *Khorus*, who is also among the few people that created *Strife* maps. Released in 3 installments between 2009 and 2012, it immediately garnered fame for its frenetic and calibrated speedmap combat.

That is what ends up proving this be a worthy wad. Putting up with **Ultimate Doom's** limits regarding monster,powerups, and weapon limits is not a challenge many mappers are exactly eager to engage in. However, *Khorus* takes this challenge and hits a grand slam straight out of the park. Throughout the 3 episodes of 9 maps each, I never felt like the action ever let up or slackened to the extent that I felt Adam was tempted to go easy at any point. Enemy placement is critical to this. Every foe feels like they got put where they were to make the player think, and quickly about what they do. Because of this, the lesser enemy variety is nowhere near the issue it would be otherwise with a mapper having less mettle. Never fear though, you never really have to fight massive hordes of Barons a la *Hell Revealed*, and when *Khorus* does decide to toss Caco clouds and such your way, he makes sure you're prepared, though you really shouldn't waste ammo: it comes in short supply here.

Set on Ganymede, no story is specified. You're just immediately case into a sewage facility with a *Mr. Freeze* track playing (the soundtrack consists of reordered stock *Bobby Prince* tracks and music from *Doom: The Way id Did*). And that's mainly what this first episode consists of; large amounts of nukage pools and techbase, mixed in with marble rock.

Eventually though, you get to a point in every episode (Map 06 in this episode's case) where clear signs of corruption are starting to seep in, and it's shortly after that point where you end up going to Hell. The rendition in E1 is almost ridiculously stringy, but encounters are staged in such a way that it still forms an impressive backdrop. The last room of E7 is truly impressive: a crimson-rock walled cavern with four groups of Barons on a walkway heading down to ground level and a pop-up Spider Mastermind near the







switch at the end, an encounter that can easily end with you out of ammo if you're not careful. After a death exit, the following map concludes in an obstacle course where you must depend on RNG and quickness to evade the Spider Mastermind in a bunker shooting at you. The scenario is debatable, but the sense of accomplishment after finishing was not.

E2 essentially repeats the themes of E1, but takes you to hell earlier in quite the humiliating fashion, armed with nothing but a pistol and with a stupidly large mob of Imps guarding a Berserk Pack. By Map 06, you're confronted with a total of two Cyberdemons and a Mastermind. You can apparently get one of the Cyberdemons to teleport to the Mastermind's location at the beginning to start infighting. The episode ends with a battle with teleporting Cyberdemons, all whilst Barons and Imps cheer you on with flame.

E3 then, can only keep turning up the heat. More hot starts! More massive Imp mobs! More Hell! The visual highlights continue making themselves known, though after E3M4, the difficulty drops off for a few maps, oddly. The darkened void area with the Cyberdemon vaguely similar to the presentation of *40oz's* last map in Aquatic Wonders was still a nice setpiece. The difficulty picks up toward the end, and you'll end up facing 4 boss monsters in E3M8 in possibly the best last map of the wad.

Base Ganymede isn't perfect. Many people will not want to play speedmaps that only has **Ultimate Doom** monsters because things tend to become more tedious. The biggest problem is probably some of the teleport traps. Sometimes, they'll occur in places that make sense like keys or switches, but other times, you'll be walking through a fairly ordinary location, and next thing you know, you're confronted with a pop-up ambush. There were occasionally locations where perhaps mobs were too big for the weaponry you're provided with (ammunition is quite tight). Overall, though, this is a great way to play some light and speedy, though fairly challenging, maps, worthy of its *Cacoward*.





Communications breakdown.

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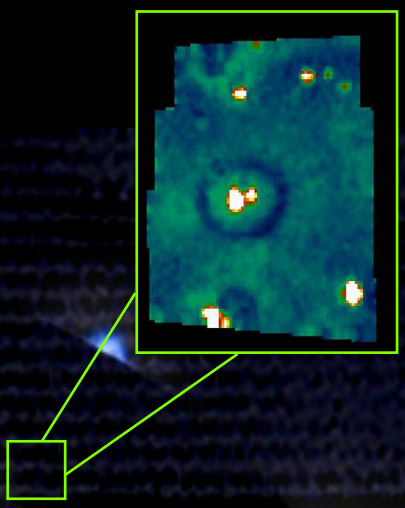
Defenses offline.

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Critical damage.

Demonic presence detected.

Doom imminent.

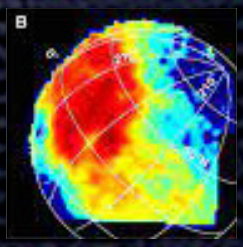


The Doom Master Wadazine...

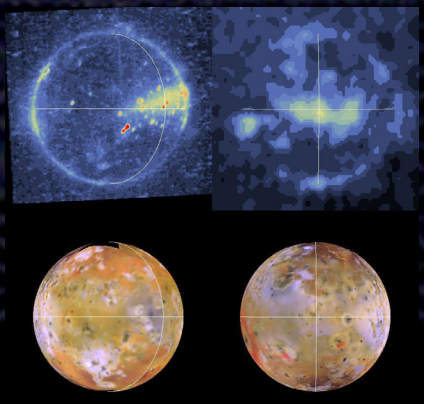
Proudly presents

The #14 Master Recommendation

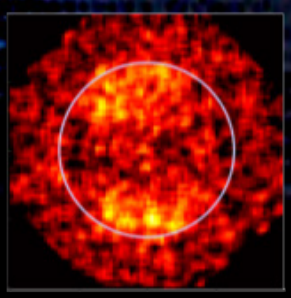
Demonic activity



Infernal anomalies



X-Ray noise

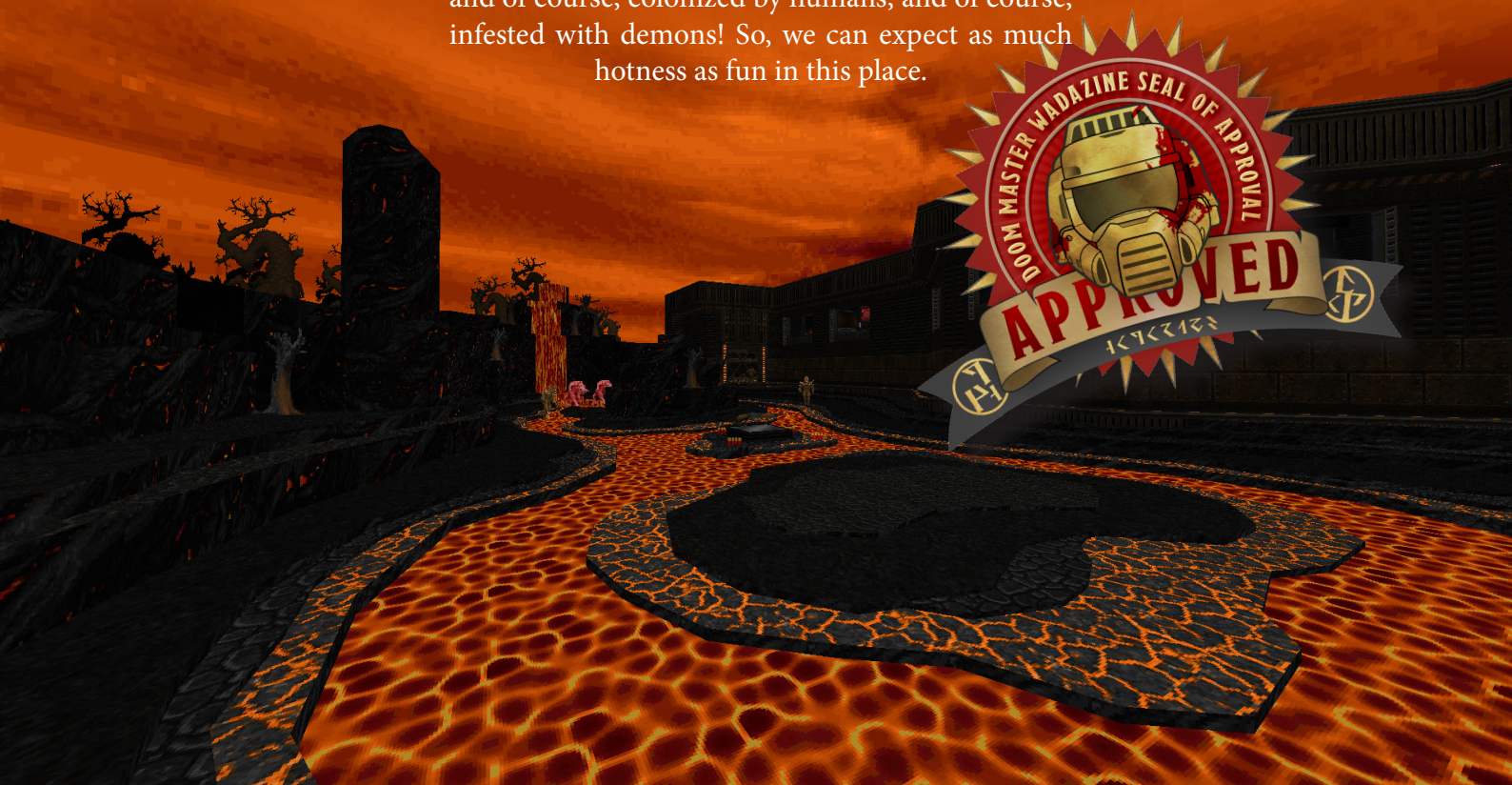




Attack on IO

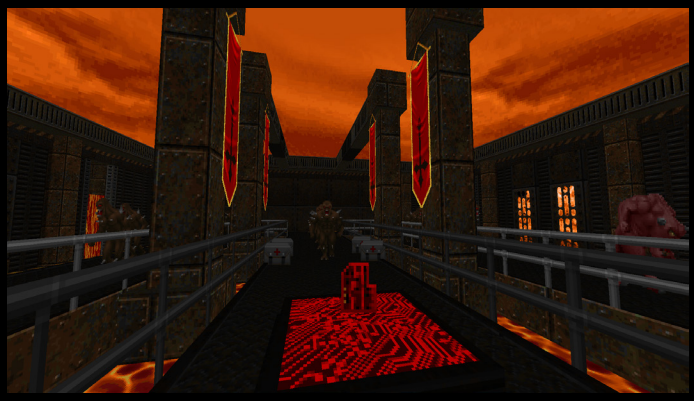
(2021) By Bri

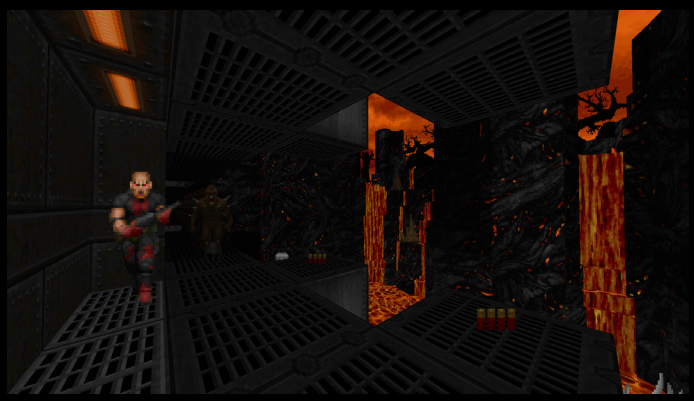
Attack on IO is the debut of map maker Bri, a newcomer that surprised everyone with its incredible ability to use OTEX and design maps that are as cool as they're hot. This is a 7-map mapset set on Jupiter's moon Io, a place as hot as it is devastating, and of course, colonized by humans, and of course, infested with demons! So, we can expect as much hotness as fun in this place.

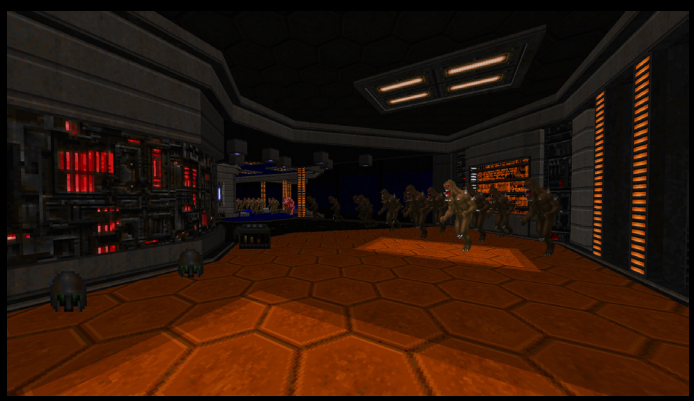




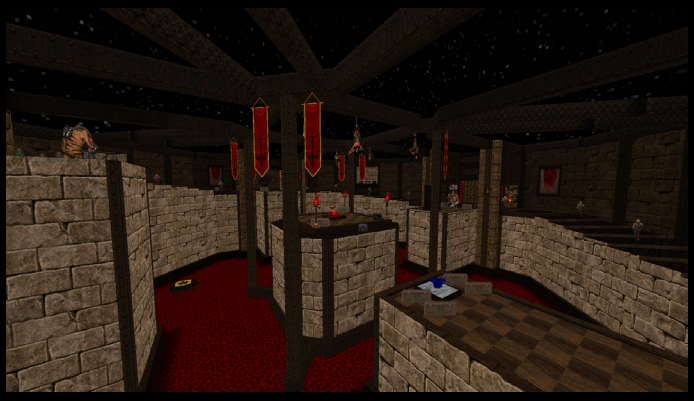
Attack on IO looks incredibly good, we have to say that right off the bat. Once you enter the WAD, you'll quickly realize the visual detail it has; the clear theme is that we are in a hellish scenario: Io, a volcanic moon that spews sulfur as if it were rain, but the map does not focus only on that, but has 3 visual themes in total: The classic tech-base, expanded to 200 thanks to the great textures of OTEX. The infernal gothic base, corrupting the moon into a demonic palace and finally the surface of Io, a hell full of lava, suffering and lots of fire. All of this follows a clear visual consistency that holds up throughout the duration of the map, following a clear narrative progression with different visuals in each map. And each map feels unique. Its designs, layouts and details, all work in synergy to give a touch of identity to each scenario. The maps look so good that you want to stop for a moment and appreciate the detail in every corner, corridor, room and arena. From the smallest thing to the big picture. These are works done with care and attention to detail, as well as an enclosed design that makes us appreciate it even better. The layout of the maps is usually small to medium, the main focus being on quality over size. The maps are intense, fast-paced and have an evolutionary development, offering more combat areas and greater challenges as we progress, while the maps expand to give us a classic Doom scoop.

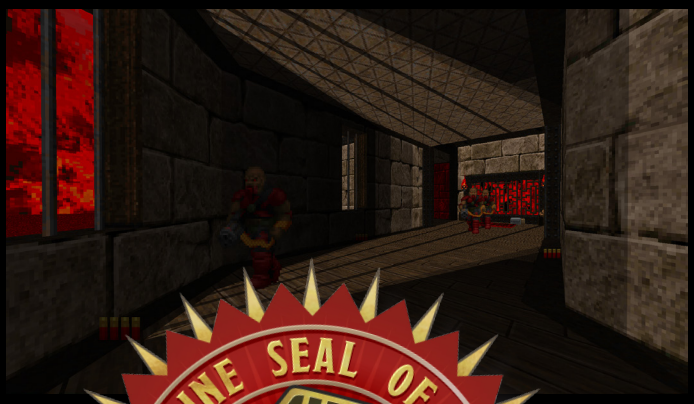






But it's not all about the looks. This mapset is hot, but so is its gameplay! Challenging and balanced, each map feels like a different encounter full of variety and a special touch of challenge to give us a good beating. Luckily, the WAD is balanced on all skill-levels, so if you feel that UV is too punishing, you can always lower the difficulty to better enjoy this cool set of maps designed with heat in mind. The combat is intense, no doubt, but what makes it special is the sense of intimacy imbued in every single inch. Thanks to its tight progression, combat is often close quarters, with a nice personal style that has you nose to nose with the demons. But make no mistake, this doesn't mean that the corridors are 2 meters wide, no, not at all; it means that the maps are closed and force you to focus on a certain tunnel of vision to be able to fight better; you need to pay attention to your location, have good reflexes and a good trigger. Luck is not something you need to win, but only your ability to kill demons!



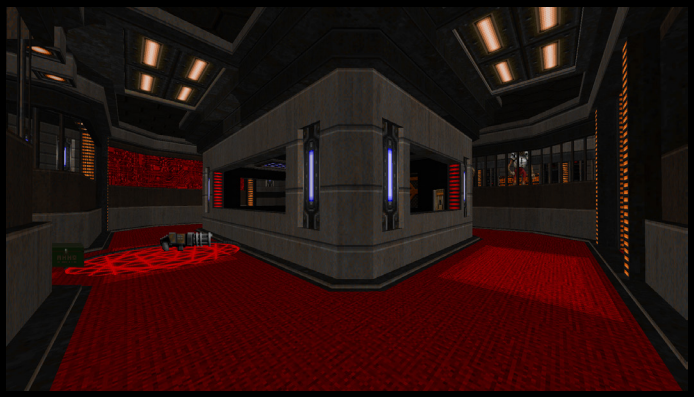


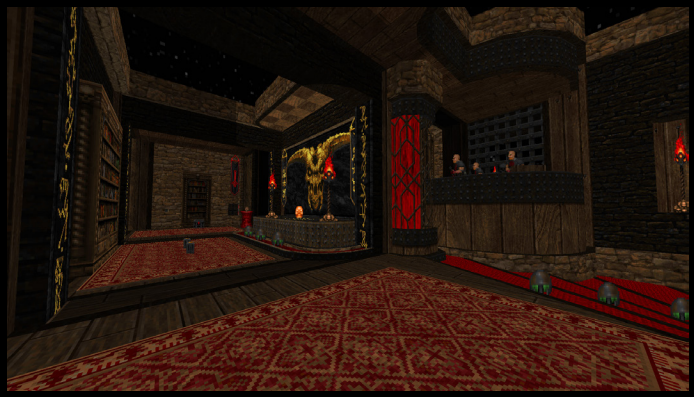
Attack on IO is just great. Bri has created 7 maps of fascinating quality with an enviable consistency. What we have here is not only fun and fantastic, but also visually unique and with a personal touch that gives it a palpable air of identity. At times it becomes so intense that it makes us focus entirely on finishing it from start to finish, and gives us a fascinating dose of adrenaline as we crush the demons that attacked Io. The visuals are out of this world, in their own way, they are simple but so well visualized that we are faced with a work of magnificent value. From start to finish, I'm sure you will enjoy, dear doomer, this mapset. It is as entertaining as it is beautiful, it is a sonata of violence and heat, designed to entertain us in a way that is as immersive as it is demonic. From tech-base to the maw of a planetary volcano; Attack on Io has it and it's worth it.

Now, without further ado, congratulations to Bri for earning our seal of approval this month. Attack on Io is more than deserving of the award; it's a great tribute to OTEX that manages to create a fascinating narrative. It's a debut like no other and a must play. One of the best of the year.

-Endless







WADAZINE.COM

Introducing, our own website for the Doom Master Wadazine endeavour.



The Doom Master Wadazine is proud, happy and more than excited to make our biggest announcement yet! Our very own website. Created with the intention of giving the Wadazine a home of its own, as well as a place where we can expose our projects, events and activities in a centralized way along with a personal touch of our style. The site is still in a young state, with all of our content included, but we also plan to expand its capabilities in the future to include all of our history and make it a great site for Wadazine fans to browse our activities and content.

A gigantic thanks to Nikoxenos for making this possible. He's the man behind this creative enterprise and responsible for making this happen, so thanks a lot man! And of course, thanks to all the people that have supported us and keep reading our Wadazine, we love you all, doomers.

For now, you can find:

- *The entire Wadazine issues stock.*
- *A new and cool blogpost page.*
- *About us section.*
- *And links to our Discord home for submissions.*
- *Our projects and events.*

HEY! DO YOU LIKE TO WRITE?

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

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

HOW ABOUT GRAPHIC DESIGN?

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

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

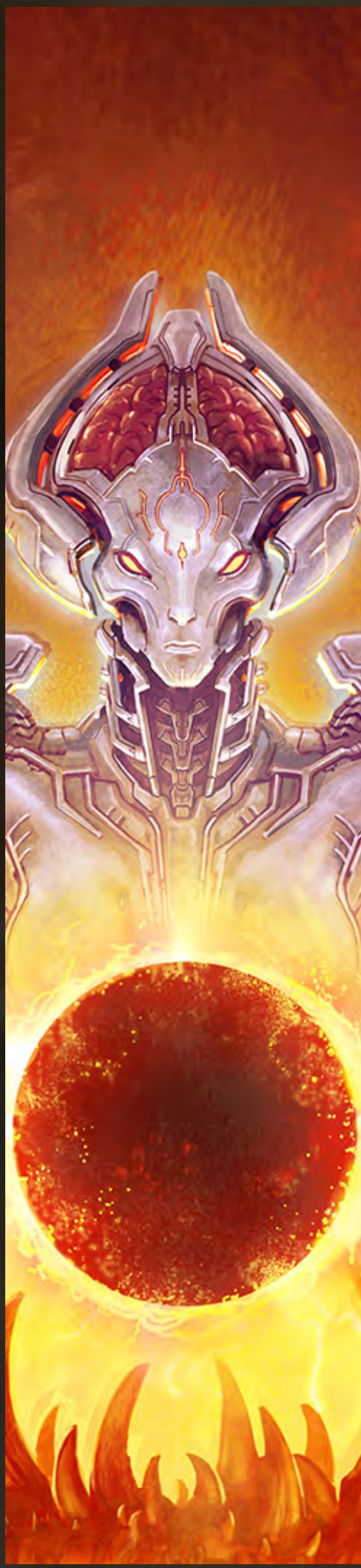
IF YOU ARE INTERESTED IN CONTRIBUTING TO THE ZINE, HIT UP THE OFFICIAL DMW DISCORD OR RUTHLESSLY HUNT DOWN THE TEAM TO SEE HOW YOU CAN HELP!

NEWSTUFF ON DOOMWORLD

NEWSTUFF SINCE AUG. 5, 2021 RIP AND SHARE.

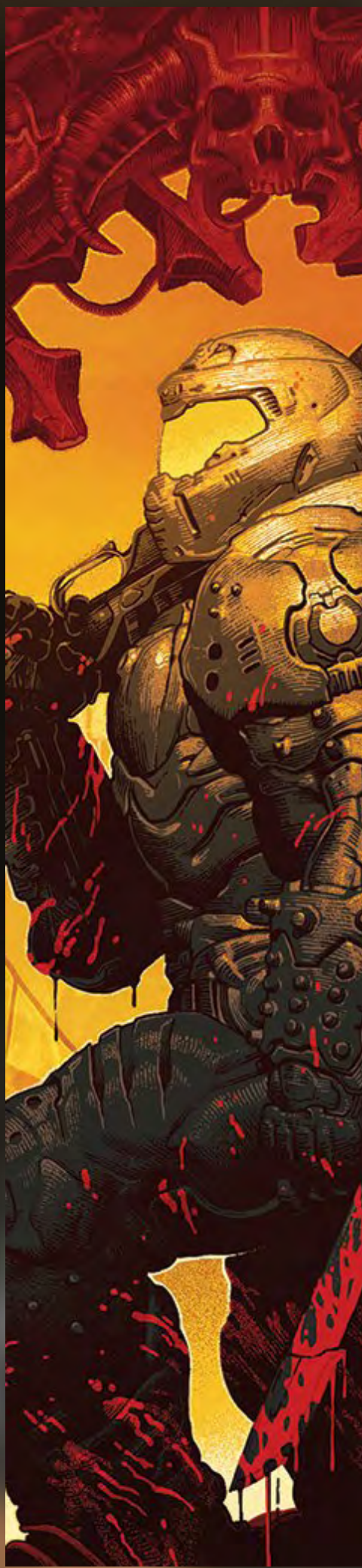
1. Vengeance 2: Invasion update (#2)
2. 2 minute challenge maps
3. Sanity.wad
4. DoomEGA: 16-color shader for GZDoom
5. My First Doom Episode - Looking for feedback
6. Interstice - Short, linear puzzle map [Boom CP]
7. Carnage
8. uac evil part 3 limitation
9. Another one level DOOM wad I made. Need some feedback
10. heretic mini game
11. Doom Island: 5th map ready for testing!
12. E1M1 But i actually put effort in this time.
13. AreYouSure.wad
14. My second wad, feedback needed!
15. Doom II: EvilDead
16. Resistance II (a sequel wad)
17. [Resource][Model] 3D fans for modders
18. My first ever doom map "The Deep Labs"
19. [WIP] Vesper - MBF21 Showcase Mod
20. a single map for GZDoom
21. 21.wad (Co-op designed)
22. Inexpressible 1 a 12 map wad remake
23. T H E D E E P // GZDOOM // FINAL [Realms Deep Map Jam 2021]
24. Warspite - Three level WAD for Boom
25. HAS ARIVED***MORTAL KOMBAT***
26. Action Doom 2: Urban Brawl Reloaded
27. The Horror of Himalia: A UDoom limit removing map(RC1)[Realms Deep 2021 Map Jam submission]
28. Insano
29. Abyssal Speedmapping Session 57: The Beautification of Saint Mixalot!
30. The Mis-adventures of Dynamite 6: Floodrene Falls [BETA]
31. [GZDoom] [3 OTEX Maps] Dark and Forgotten - RC1
32. My First Doom Wad
33. BigDill.wad | A tricky tech-base two streets south of hell [Now on idgames]
34. TeleporterHell.wad
35. NEW MAP: killer_ravine.wad
36. [GZDoom][WIP] Obstacle V2
37. Sanguinaire, with Lovecraftian themed textures
38. I made the second ever REKKR fan map!
39. [REALMS-DEEP-2021] Basilica of a Thousand Torments
40. Doom II: Deep into the Massacre Remade MAP01-MAP03 levels (WiP)
41. Two Short Maps - fuGue.wad
42. haha better weapon sounds
43. THE RED TOWER: a new map!
44. Bad.wad "The first wad that i spent more than 2 minutes while making"
45. OMEGA upcoming release
46. New Techbase Map of Mine (Techbase Intensity)

47. Space Cats Saga Chapter 2 Macrocosm
48. [Boom] Grotto of the Scorned - Big non linear level for Doom II
49. Ultimate Doom E3M6 Mt. Erebus Remake
50. Sol Ank - 10 hard maps
51. Star Haven pk3 - not your typical doom mod
52. Mountain Lab
53. Fatalisim - A single level wad
54. DOOM2 – Rooms
55. nice.wad
56. Box Party [Demo Coming Soon]
57. The Hanging House (doom 1 level)
58. new map
59. Monroe's Killer - [limit-removing Doom map]
60. TNT: The Way Speedmappers Defiled It (SPEEDMAPPING CP)
61. DOOM2 ---> Toxic Place <--- (full of imps)
62. Stoned Pharaoh - A Drunken Mummy Adaptation for Doom 2!
63. Zzul Bases - four easy to very hard MBF21 maps
64. unfinished map
65. My new map Forgotten base!
66. Astroverse - megawad I made
67. DGB.wad - Don't get burned!
68. Ultrawide Statusbars
69. deceased.cable - A tribute to dead.wire
70. Aprooved! Doom wad of education and lerning! GRADE 2
71. BOOMcool.wad: Voodoo Doll Showcase | Boom Compatible Combination Lock, Rocket Triggered Destructable Wall & Vending Machine
72. [RD2021 Map Jam] Scream of the Triad
73. 8 map wad.wad --- (8 maps)
74. [UPDATED] [FIRST MAP] Hakros Complex 1.5
75. Hexen Widescreen Fix
76. The Civvie 11 Massacre -- A 20 map contest megawad [DONE]
77. E4M4 rework
78. Nu-Arsenal and more : Reimaginings of old late 90s WADs
79. Tarachillax 1 level WAD
80. DOOMWAVE [name subject to change] project thread
81. Redemption of the Slain Re-release (2020.08.) - from an author of NRFTL
82. A little passion project; "What if I did E2 instead of ID?"
83. [Resource][Model] 3D columns for modders
84. (Quite short map for DOOM2) - Full Map of Trash
85. UAC corridors (my first map)
86. Cycle of Sorrow - Small Crypt Themed Map - Now on idGames
87. New micromap for Gzdoom: What the hell? This isn't KFC!
88. GRB's short maps
89. Untitled Techbase Episode
90. Claustrophobic
91. Portal.wad - first map.
92. [released] Meatbox Slam!
93. DOOM2: The real Pain Elementals Hell --- (10 maps)
94. Terminator (T-800 and Phased Plasma Rifle mods)
95. Aquarius Ruins (Vanilla Single-Map PWAD)
96. Scream of Agony | Doom II
97. Insomnia - Beta 0
98. Breathless HD Remaster Redux Dynamic 4K
99. How We Saw '95 Revival Thread [CLOSED]
100. Baptized in Nukage - Two boom-compatible levels with OTEX [Beta]
101. Mountain base (Supposedly fun thing I just might do again)
102. The Flesh Pits.Wad



103. [RELEASED] --- Ultimate Speedmaping Event) --- SpeedWad --- (32 maps -- Community Megawad!
104. NEW MAP: Matchmaker
105. IMPROV.WAD - My First Doom 2 Map
106. funi map
107. Hi, I just created my first doom map!
108. Integrated - A map for The Ultimate DOOM
109. Skynight Garden (Limit-Removing Single-Map PWAD)
110. Replacement for Entryway! A .wad file I made.
111. Better Flame Animations
112. Doomguy vs the cascans pt1:canyon massacre
113. Down the Drain - 32 vanilla maps - RC1
114. The Golden Souls: Rebalanced
115. Castlevania 3rilogy for Simon's Destiny
116. Rott!Zone Deathmatch wad
117. Textures Are For Wusses -- 4 hour speedmap
118. Bloody Bricks - Singleplayer Doom2 map
119. Uprising (Megawad)
120. Slimefall station - A limit removing map for Doom 2
121. EDay Vanilla- A GZ/LZ Doom megawad
122. Simple map for the first Doom (simplemap.wad)
123. [SIGN-UPS OPEN!] The Ultimate TWANGO - A Deathmatch MegaWAD for The Ultimate Doom
124. DOOM 1 Remake - Izometric TPS Gameplay with a New Story Campaign
125. Don't Cry (Vanilla)
126. My first Doom map
127. Realm 667 - GZDoom model conversions - Tesla Coil (3D OBJ version of Captain Toenails Tesla Coil) and Chaos Cube (MD3 version of Chaos Cube by DoomedArchvileDemon & Eriance)
128. DBP39: Carnage Oasis
129. [DoomWorld Poop] Jack Daniel gets drunk off Qu Sp**m
130. [WIP] Dementia - an incoming megawad (maybe)
131. [release] "The Mean Green 2" - 3 maps for Doom II
132. I Made A Quake Clone In 10 Days
133. Herschel Spaceport -- One MBF21 Map for Doom II
134. Mayu's Scary Adventure [DOOM II wad]
135. Quake 1 GBA Demake (via. PrDoom)
136. Blasphemer 0.1.7 released





NIMBLE NEWSTUFF MENTIONATIONS EX

by LadyMistDragon & TheNoob_Gamer

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

Serviceable Appetizer ★

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

Polarizing Cult ★

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

Supercharged Appetizer ★

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

Eminently Enjoyable ★

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

The Ominipotents ★

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

Wad of the Month ★

The single best wad reviewed each month.

Runners-up

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

Most Visually Distinctive

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

Best Gameplay Mod ★

Best wads which modify gameplay in some form or fashion.

Best Miscellaneous Wad

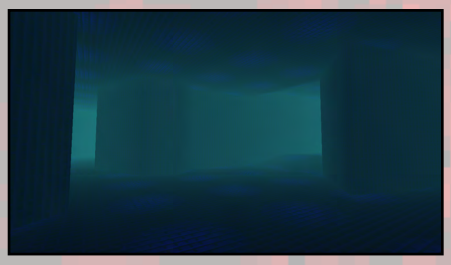
The best of wads that are usually made for other **Doom** engine games (**Heretic, Hexen, Strife**), though TCs (*Blade of Agony,* for instance) and other indirectly-related **Doom** source port products may also be eligible. This is the one most likely to be intermittent.



CLICK THE TITLE TO DOWNLOAD IT!

Ouch
(GZDoom/8-level episode)

A short Doom 1 episode with bizarre uses of colored lighting, heavy use of sadistic monsters and a painful energy pistol. By Dyshoria Software.



Celeron 3000 ★
(GZDoom/Single-level)

Techbase inside a virtual reality simulation with a lot of demonic and visual corruption! Also bundled with an interesting trip to a computer wireframe and illusion barriers.

LimboR
(GZDoom/Single-level

Can't get enough of slaughtering demons? Looking for an extreme spiritual successor to 'NUTS'? This densely action-packed and tiny murdering zone brought to you by 'World of Revenants' might just be what you've been looking for! RTX 3080 is recommended for the best experience.

Great Treasure ★
(GZDoom/3-level set)

You just returned from a homicidal mission, and some totally trustworthy voice immediately invites you on a quest back to a Hell stronghold to find something special. Stripped away of your arsenal, you must find a way to acquire this important relic and get back home safely. You must do this all while enduring massive waves of demonic forces out for blood and revenge for their fallen comrades using the limited supplies provided under surrealistic circumstances and environments. What could this great treasure be? Play the set today to find out! Comes with bonus thrilling naval combat and a completely nonsensical story! By MiMa DM.

Roebloz's MIDI Package ★
(All ports/A truckload of music)

Music is important to everything in general. This is especially even more apparent in Doom with MIDIs - we Doom addicts can't really live without those adrenaline-pumping instrumentals, they are a necessity for slaughtering demons! Roebloz knows that, and has decided to release his precisely 29222 MIDIs and other types of high-quality music encompassing various genres and styles, all for free, great for listening in general or just for finding appropriate music!

The Early Years MP3 Pack
(Case-sensitive/A dozen of tracks) ★

Doom Music 2.0 - but more condensed and quality-focused. All tracks are re-releases from Deadwing's older Doom projects in various styles - upbeat, jazz, metal - all with a sense of magic and harmony that makes all of these pleasant to listen to! Everything is in MP3 though, so authors might want to select their platform carefully.

Shotgunner with Hair ★
(ZDoom-based/Gameplay mod)

What if Doom sergeants don't get stressed out by tiresome combat and pressure of holding a heavy gun against the most vicious space marine ever? They get this cool little haircut that can be rendered in any ports of your choice with a bit of tinkering! By SuperPIter_DoomWorldthe2nd.

Revamped Base ★
(Limit-removing/Single-level)

Senior prolific Doom mapper and indie gamedev 'elio.exe' comes out of hibernation with their newest map! Set in another dilapidated techbase with a lot of acid and swells of competent design, you must again hunt and kill everything. The length and general easy-going gameplay makes this map a perfect candidate for a coffee break.

12 Gauge Catharsis ★
(ZDoom/Single-level)

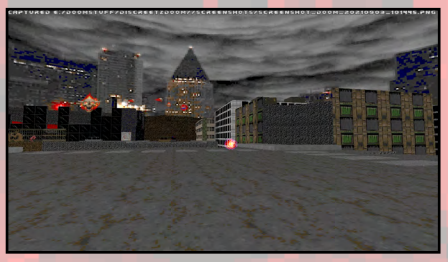
Army of Darkness, S-mart Sci-fi Helltech 1994 edition. Starring a horde of undead and handsomely bald Ash Williams cosplayers plus a shotgun crisis, your goal as a boomer is to get out alive with your superior shotgun and attempt to blast through nefarious foes in a stunning and really huge demonic library! Originally a submission for RAMP community project, author DoomRevolver has since decided to release the level standalone for better accessibility and ease of access.

sliw.wad ★
(MBF21-compatible/Single-level

MBF21, a new Doom compatibility setting only available in DSDA-Doom and Woof at the time of writing, features additional and greatly enhanced mapping and modding choices for all aspiring Doom modders. Kraflab - one of its co-developers - has released a pseudo-tech demo where he explores unconventional platforming possibilities, (which include a lot of verticality) possible in the format. This map is quite short in length with rather fitting visuals, yet features quite unclear progression and unorthodox gameplay. Players might have a hard time completing the map - discretion, precision and a lot of

Dooming experience is strongly required.





Trouble in Rubble City ★
(GZDoom/Single-level)

Hell invaded yet another city, and coincidentally the source is not too far away from your residence. Explore a city ravaged by the undead with lots of dangers lurking within. With the environment radically altered by the massive assault, you must head to the source through various alleys, buildings - kill a lot of demons and behead the mastermind! Featuring a lot of Doomcute visuals, (toilets included) and a ton of demon slaughtering – it might not for everyone though! By BigBossHeinzohn.

To The Portal ★
(Vanilla/Single-level)

You are at the end of your killing adventure. Your final destination: Get to the choppa portal! The problem? Stubborn demons - the only beings still holding out in the last outpost. You can't let them taint such a clean and well-built base like this. Thankfully though, the remaining forces have dwindled considerably, so you should have no problem dispatching them with your fully loaded arsenal.

Wiremaster Ritual ★
(Boom-compatible/Single-level)

Misty has invited you to a trip to Cyberspace! Don't be intimidated by the wireframe visuals - the well-designed and cramped locales combined with the challenging combat set pieces mean you'll have a pretty clear idea of what's going on most of the time. Just keep in mind there's a hub to get back to and a lot of eyes to shoot.



Toxicity ★
(Limit-removing/Single-level)

A Doom 1 techbase with a surprising amount of variety! While there's nothing quite notable in the visual department, (it's quite hazardous, best not to get too close) the map makes up for it with a sprawling layout, (still within the very irradiated environment) that feels intuitive and fluid; the neat action-packed gameplay utilizing the limited bestiary and guns - just you, the zombies, the imps and pinkies scattered around the entire map - all elements combined together gives the map quite a comforting sense of adventure. By Paar.

Underground Toxicity
(GZDoom/Single-level)

More acid... Except it's not quite as refined. Visuals are not really pleasing to the eye, but the gameplay is fine with a nice flow, and generally there's quite a lot of shooting to do. By xScavengerWolfx.



Your Body Ain't Take This
(Boom-compatible/Single-level)
★

The extreme name fits the unconventional theme quite well. Although the progression is quite basic - mostly consisting of key-hunting trips - what's in store here is really solid. While there might not be a good lighting balance here, the almost abnormal and empty visuals plus the great variety in ambushes and general combat (though a bit grindy towards the end) makes this map quite an entertaining romp to get through. By neurocore.

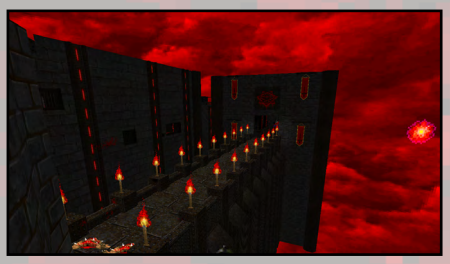
Escape From Hell ★
(Boom-compatible/Single-level)

A Hell level with surrealistic environments, an extremely large size and increasingly challenging gameplay! Might not actually work in a Boom-compatible port.

Sanity's Eclipse ★
(ZDoom/5-level wad)

More techbase greatness! Besides having great visuals augmented by Community Chest 4 texture pack and all-around solid gameplay and pacing, (there's quite a lot of zombies and great round-up of mid to high tier mobs) this set features and executes great designs and gimmicks rarely seen in many WADs. This includes environments based off of real life structures that happened to be well-tuned enough to be killing zones - consistent continuity and transitions between levels, and the fact each level has its own unique gimmick to go with it, (you have a flooded techbase,

a zone exclusively populated by shotgunners, a trip to computer server machinery, and more) makes the experience consistently exciting and fresh. I must salute to the great efforts, love and care author ArchCrusader has poured in each and every level of the set.



Ancient Temple ★
(GZDoom/Single-level)

A dark and foreboding temple. Maybe a bit too dark. Hellspawn out for blood, none shy to pull off dirty tricks. Red sky. Void. Lots of guns. You know what to do. By Zion.

Operation CyberHell ★
(Boom-compatible/4-level wad)

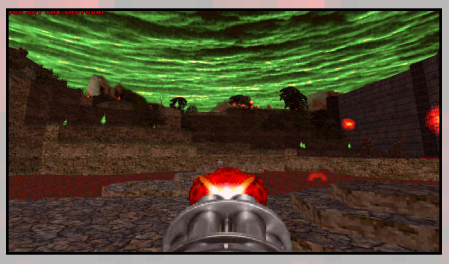
Welcome to the monthly sub-show of newly released myfirstmaps that are actually good! Starting off with HLRaven's mini-episode, which despite what implications the name might suggest, sees us traveling through a variety of locales - a cavernous area, techbase and finally an epic showdown in Hell! Maps are short, combat and progression is straightforward, so players should not have much problem breezing through the set. Can get brutal at times, though.

Ruins of Sathryn ★
(Boom-compatible/Single-level)

Next one is a bit of a special case - it's a myfirstmap purely in a technical sense, and created by no other than Endless - the very endlessly enthusiastic leader managing the magazine you are reading at this very moment. In this map, you take a trip to some huge ancient ruins! The very brown look, again powered by the venerable Community Chest 4 textures can put you off a bit - but this is made up by the careful attention to detailing and atmosphere. Gameplay is nothing too outlandish, but the tame pacing and encounters suit the explorative feel of the map well. Can get a bit hectic in the final arena, though.

Altar of Sacrifice ★
(Boom-compatible/Dual-level set)

Moving on, we have two first mapping attempts created by 'Esperpento', who has been Dooming since childhood. This one is 2 separate experiences jammed into a single package. The main identical point? Both maps are green and offer quite graphical actions. Besides that... the first level offers a hardcore challenge, a combat puzzle ordeal - where you are pitted against inconsiderable movement zones and encounters one after another. Then you drag your corpse to the second zone... it is still hard, but it's a bigger base now! Quite a lot of room to move around, and you get to admire even greater greens!



Baron's Lair ★
(GZDoom/Single-level

To conclude the trip, we have an extravagant combat WAD! Visuals here are pretty gorgeous - unlike the predecessor which is just gunning things under various shades of green, Baron's Lair features exciting traversal between the gritty, dark hi-tech interior and the more vibrant, (still a bit too green?) mountainous outdoors with high cliffs. Between this, the gameplay also walks a fine line between traditional combat and all-out high-intensity slaughter – combat is always at a high number, but is never too overwhelming that you'd want to tear your hair out. Great level - but the length might make you want to take some extra time to experience it in full. By LeeAurich

The Secret Garden ★
(GZDoom/Single-level)

A garden of intrigue and mystery! And a lot of ugly demons, naturally. Explore a densely populated, (maybe not really secretive?) garden with a tons of things to shoot and kill. Maybe roll in the bloodsoaked grass? By evil_scientist. Huh. He created a nice garden, that's for sure.



Wad of Education and Lerning ★
Telemassacre

Absolutely hilarious wad in spots, this drops you into a world of drawings. Silliness abounds, particularly when explosives are involved. There are 6 different maps and the chaingun will be your mainstay weapon, even more so than the Super Shotgun to combat the mobs of enemies that can take you apart very quickly. Later, you pick up a grenade launcher as well as a rocket launcher. That's just as well because cartoon ogres bearing more resemblance to something else are here toting grenade

launchers, making things far more interesting and fun. The music can essentially be said to consist of rearranged versions of "Sadistic", "Kitchen Ace (And Taking Names) and "Into Sandy's City" among others.

Map 05 gets downright sadistic, encouraging explosive use but also demanding caution at the outset, lest some domino barrels are triggered and end up killing a voodoo doll, thusly killing you. Map 06 makes some attempt at poison liquid in a rainbow form, and at the very end, you finally seen Doom enemies and textures and once you press the switch, you get the Doom II story music.

This was surprisingly good. The story actually carried throughout the wad which is quite a rare thing. Also, this is excellent to play in short bursts.

Incidental Combat Test ★
Jacek Bourne

Jacek made this map to test out the utilization of incidental combat. Despite being difficult, it really plays and looks quite nice. A fairly basic castle map, but one utilizing from different sources which aren't stock Doom II textures. You should probably cheese the first room with the Pain Elementals and Revenants unless the Revenants bunch up in nice and neat fashion. At a certain point, it seems Jacek grew tired of this, because the last major combat contains half of the map's enemies, among them, many Revenants that you are thankfully provided with the plasma rifle for. There are columns along the edge of the room you can duck behind. I somehow managed to get through this one without dying once, despite a fairly blatant mistake or two.

WAD OF THE MONTH

DBK 01: Dungeon Synths
Big Ol' Billy, et al ★

DBK is a DBP spinoff made by Big Ol'Billy and a number of other DBP regulars who wanted more than month to make themed maps. And what a debut it is. Maybe mixing medieval themes with synth music will seem like an odd mixture to you. When you think about it though, sword-and-sorcery movies were popular in the Eighties so this actually makes perfect sense.

In further keeping with the medieval theme, every human enemy including the Nazi SS, have been reskinned into more appropriate counterparts, with sound effects to match! The Lost Souls have also received a makeover, with a less threatening look more akin to above-mentioned Eighties movies and some health points removed as well. Be careful shooting the pod-like organisms scattered around as they will always contain Lost Souls Despite that you still use keys to open doors, you can also use them to play random keyboards laying around which will open passageways.

The map design is absolutely supreme. Nothing massively distinctive until Map 05, which starts in complete silence until you hit the keyboard at the start room's other end and color along with sound comes rushing in. You'll end up repeating the process in a couple of other areas in the map as well. Difficulty is surprisingly relaxed until the last few maps when you're assaulted by large Nyanth groups on several occasions. The penultimate map with the freaky synth music was the hardest by quite a margin, certainly if you're pistol-starting. The last ambush here should probably be challenging enough to those who've played Sunlust and such, though it's fairly small.

Finally, there's the Icon of Synth. Basically, it has at least 3 special attacks it can do, none that I can really spend the words on right now. But pick up the keys next to the fence in front of him, and when he sneers and flips around, head to the keys' corresponding keyboard sets and push the switch to send a BFG ball straight into his exposed head. After doing this three times, the fight ends. You've got plenty of room to move around and kill the spawned enemies, so don't worry.

Extremely original concept, and definitely well-worth your time.

The Factory ★
Mittens12

Excellent little set of 8 maps by Mittens12 , this very much bears the marks of someone who'd like to so bigger and better things, but is still ultimately learning the craft. There are all sorts of neat little visual; touches and bits of uniqueness, such as this scanning device which opens up to reveal a Supercharge around the time you acquire the yellow key. Map 04 is filled with all sorts of E1 homages with q highlight being a miniature version of the star teleporter from Military Base. Speaking of which, the secrets after Map 01 all feel cool and rewarding, though I will say many of them are basically useless to continuous players. The author even names a few of the maps up to 4. The only major problem I can recall is that the music hasn't really been replaced with anything besides stock Bobby Prince music, other than the intermission screen music, with something funky I believe is the midized version of Argent Facility from Doom 2016.

After finishing this set's version of Dead Simple in Map 06, you death exit to some portion of hell and that is the last few maps.



The Source ★
Endy McGuffin

Boom-compatible. Man, that is a wonderful sight of the lava waterfalls and mountains outside. And what is that stained-glass window? The temple textures aren't vanilla for the most part and are quite amazing, with a hint of futurism reminiscent of Quake in certain areas. Throughout, there are a number of tense fights. The fight in the chapel (a la something from E1M1 of UT&T and Map 29 of New Doom Community Project) is easily the highlight of the map. Finding the blue key was a ridiculous pain in the ass though.

SCP-087 ★
KnucklesMemeElmo

Plays in GZDoom . Based on SCP-087, you're basically wandering hallways, being very careful and hope the monster doesn't jump out and eat you. Figuring when to run and when to 'take a picture' can be quite tricky. These sorts of things lose their shock after a few plays and anyway, that face isn't really that scary. On the other hand, it's not without it's merits as very basic survival horror.

DMCAS (Castle1.wad) ★
Scott Harper

A simple and unremarkable castle map, but one done very well, this is probably the best thing I've reviewed from the Compuserve files of Starrover because it bears hardly any of the flaws of '94-95 wads. Level design largely makes sense, the combat is slightly harder than the average Doom II map but still fun all the same, and hardly anything feels out of place. The only major flaw is that most of the secrets are rather obscure, often hidden by anonymous walls. I may appreciate VoidShip for its ambition, but this is just better.

Slith ★
Pistoolkip

4-map set for limit-removing ports. Styled after E4 of Ultimate Doom and claims to emulate Plutonia in difficulty, though I should say the traps don't feel quite as nasty. They are more sort of incidental encounters that you find when you open suspicious-looking doors. It does lay on the Revenants quite heavily though from the second map on. And you really don't want to be asleep on ultra-violence because you never can tell if you've done something which triggered a trap. Map 02 was kind of upsetting because of the Caco-cloud that appears in the courtyard towards the end, and the rockets that would make that a decent fight seem to be in a secret. Map 04 takes place in a chapel-like environment and thanks to the presence of a Cyberdemon and general monster mobs, ends up proving a worthy finale. Oh, it claims to use copyrighted music, but you get replaced Bobby Prince stock music in PrBoom+, and presumably, Crispy Doom and Eternal as well.

Upon Orange Rock Canyon
kuro_mahoh ★

Boom-compatible map. A notable visual step back from their previous works with an almost stupidly simplistic layout, Orange Rock can still be admired for the strict adherence to its theme. It's not the most difficult stuff out there, but general ammo and especially health deprivation will make you consider every action carefully. The showdown at the shrine is the highlight, as much as such a thing exists. Being shot at by enemies that haven't even teleporter in is incredibly annoying.

Camping is Kewl! ★
Walter Confalonieri aka Walter Confetti

Boom-compatible. A pleasant diversion from the usual fare, you're just chilling with your demon homies when a Cyberdemon shows up to ruin your fun. Supplies can be found in the forest along the outside. There are some other cool touches, like the shack with the sink containing the dead Imp (what they'd do to get on everyone's craw) but that's really the main attraction. You can always try to punch out the Cybderdemon after using the nearby Berserk Pack, I suppose, but I'm not that good with punching myself.

Blazing Embers
NootsyNootsy

A supposedly Boom-compatible map, designed for the GZDoom based RAMP project. So you know the largely unspoken Doom mapping rules about respecting the players time? This....really doesn't. The general ammo starvation is one thing. Worst is the fact that you can fall from a rock ledge to lava from which the only escape are (hopefully) nearby teleporters that'll take you back to the start of the particular area and finding them was is really annoying. How does picking up the Super shotgun reward you? TWO fucking Pain Elementals

which threaten to push you back to the cavern room containing an Imp mob and an Arch-vile, even though you may find yourself scrounging around for rather paltry ammo because..... yeah, I really don't like this map at all. Being assaulted by a chaingunner whilst you pick up another chaingunner's gun whilst being under assault from a pair of Cacodemons in a rather narrow canyon was probably the worst though. No wait, the worst moment was walking to the rocket launcher and being assaulted by a murder of Revenants that completely blocks your way back. I lowered the difficulty, but that didn't change the fact this was not fun to explore, not the least of reasons being keys were far too difficult to find in a map of this sort. Later, there are many large groups of enemies that I'm guessing you're supposed to be more equipped for, but idk, I don't have time for maps.

RUNNER-UP 1

Cliptucky Fried Chicken ★
Clippy 'I Love Fried Chicken' Clippington

For GZDoom You just can't keep a good Clippy down, can you? A 32-map set of wonderfully creative, bite-sized maps for your Dooming pleasure, Clptucky Fried Chicken will almost certainly have at least a few maps you'll love the heck out of. Some highlights are Map 03, a map I skipped because Tyson-ing both a Cacodemon and arch-viles took me too many damn tries, Map 05, a spaghetti maze where it's just you a chainsaw, and 5 Cacodemons, Map 06, which contrary to it's name, is NOT map you can complete without taking some serious risks and deducing some combat puzzles, and Map 09 is a far, far better version of what Catwalk probably should've been(I guess Clippy and Chris Klie do share some design similarities to be honest).

Chilled Chicken ★
Clippy, et al

For limit-removing ports. A map created by Clippy, aka 'Canadian Mantoid' and seven other people on his Discord server, Chilled Chicken delights in different design styles and philosophies. Mapping up-and-comers like Snaxalotl and Dunn and Dunn were among the contributors and its not too hard to see where they left their mark. But the others definitely show their skills as well. Kuro_mahoh's eye for striking detail along with a certain instinct for organization and the other guys create a whole variety of situations and setpieces that encourage the hiding of secrets. A couple of these secrets are opened by some cunningly-placed hidden switches. Many of the secrets were added by Clippy, with Snaxalotl fleshing out much of the detail. To be honest, many other mappers modified each other's sections, so it can be somewhat hard to tell which is which. Only thing I can say about the rest is that Aballa81 really likes chaingunners (not unlike a map they did for the in-progress RAMP project), 1Destro clearly has a thing for ordered structures and I have nothing to say about sectrslayer. The secret with the BFG (created by Snaxalotl with the path there made by Clippy) is quite cool, even if I kind of suck with BFG shooting Cybderdemons. All in all, a great display of many different talents. That last fight was huge, but at least I killed everything like 2 seconds before time ran out.

Adolf in Hell ★
pintolih0

For GZDoom. So basically, Hitler has died and now, Satan has tasked him with facing challenges that exist to weed out the weak. 5 maps of miserableness and annoyance. To a degree, it's expected because you're Hitler, and he deserves to face annoying Arch-viles more than anyone. Design-wise, much thought and care went into the design, with the detailing proving appropriately complementary. Unfortunately, the lack of rocket ammo when you're facing down massive Caco hoardes at one end of the blue key room was just flat annoying. I'm not entirely certain how much this repeats. I can say that Map 02 is made up of largely fireblue walls, which I'm sure is meant to offend all visual taste on purpose. Map 05 is a massive slaughter. In conclusion, it's highly playable, but the ammo balance is kind of bad. Btw, don't pistol start Map 04 because its not designed for that at all. These are all just modified Oblige maps.

Breaking out of jail. Unfortunately, you spend a stupidly long time without picking up any weapons, leading to much tedious pistol shooting of Imps. The design is rather unimpressive, other than the initial hallways, and the bunker near the blue key door. Things definitely become much less annoying when you get all the weapons. The halls are kind of packed with hitscanners, but you should be ok. The Cyberdemon showdown isn't half-bad, but I kind of wished there was some kind of outdoor courtyard.



Demonic Destruction ★
mxbobbie49

We don't normally review megawads here at the newstuff because our staff is very small and not even close to the respectably-sized group that used to review it on Doomworld and it would be too difficult to give a decent summary as such but we can make exceptions in cases where the vast majority of the maps are small with plenty of neat details. It is overall, a very solid work, with plenty of work put into the detailing. The cracked floors are kind of a touchstone of this wad. Throughout much of the first half, you traverse through a ruined base, with rocky courtyards and semi-flooded base locations among the locations, amidst some beautiful music choices (apart from the points where he relies on stock music). But it's hard to say that there many of the maps are bland, despite the difficulty constantly going up and down, due this not being entirely planned to be a megawad. Progression within maps also has a strange habit of keeping you going, due to the synthesis of the various design choices Map 17 is an highly interesting city map that would be incoherent to most who expect lesser mappers in the old days to screw this one up. Map 18 works as a strong culmination of everything up to this point, and Map 19 is a highly sadistic conclusion, though perhaps not for the reason you might think. I won't spoil it, but it's quite the shock. Definitely worth checking out.

Rush
ArchRevival

Nope, not the starter slaughter set. This is just a short, simple, tech base map. Some slightly distinctive use of vanilla textures, but otherwise, bears typical newbie map marks, namely, keyed doors not being located far from the entrance or exit.

Ossuary ★
-Milo-

Plays in GZDoom. Made for RAMP, this map is strongly adventure-focused. Few tricky puzzles, but this map doesn't need them. Exploring the vast underground burial complex should be more than enough. Your goal is to get to the surface, as per usual. Definitely worst ways to spend an hour.

MOST VISUALLY DISTINCTIVE

Enigma in Sector Sigma ★
Albatross

Boom-compatible, though there may be some annoying bugs. This is one of those map sets that blends the highly futuristic look of certain skillsaw maps with something very rocky, alien, and hellish. In this case, it's a world where the yellow is ubiquitous to such an extent that it often seems on the brink of being garish. Thanks to the fact that Albatross has a good eye for detail, this never really happens, and you go back and forth in most maps between 'our world' and this alien location.

The combat does not slouch whatsoever though, and you'll probably die a few times even if you're quite food. Map 01 initially seems like it might comparable to the difficulty of System Control in TNT at first, with a low monster count and the E1 trash enemies you encounter. But pretty soon, you run into some nastily-placed Manicubi and Archnotrons and before long, Revenants. With a damn chaingun (unless you find out how to open the bars to the secret rocket launcher, but then, you don't get any rockets in this map anyway)! At one point in this map, you transport to the yellow dimension for the first time to pick up the...yellow key and it's here you encounter a Revenant variant you can only find in this dimension. They are very blackened with a far scarier appearance than their cousins you'd encounter in tech land.

Map 02 takes a different tack and has you spend most of your time in the yellow world. You eventually do find a teleporter that takes you back to the space station you were on to....grab the key and then head back. It's also here that you'll first encounter a Realm667 baddie. elsewhere It's that Baron variant that floats in the air and shoots Manicubi fireballs at you. As they are above you, you'll definitely have more difficulty dodging you. If you find yourself cursing their name, congratulations!

Map 03 takes you to a base with the same coloring as the other (yellow) dimension and a Spider Mastermind surrounded by.... zombiemen. It's kind of lame, but it's still not easy to hide behind the pillars here, due to how narrow they are. There's lots of good fights, but the best one is at the end, a very claustrophobic affair involving lots of Imps and Revenants.

Map 04 might be the most interesting. You start out in the yellow world, rocketing Revenants and the custom imp that shoots Cacodemon fireballs. After reaching the top, you teleport back your world yet again. A Tower with rooms of the sides, there are a couple of teleporters which will take yo to temples in the mountains on the sides of where you started. There are keys here which trigger some fairly cool fights. In contrast, the

red key is located in our world, with lots of health potions in a very purplish room and one of the most claustrophobic ambushes of this wad. Just plasma, then rocket when you get some room.

Map 05 seems to be a pentagram space platform. It's also probably the hardest one. A series of escalating ambushes marked by the increasing strength of the ammo you're given access to, running back and forth is really quite fun. It ends, naturally with 4 Cyberdemons. Leave as many as you can alive from the last wave, but at the same time, 4 Cyberdemons are quite formidable, so I wouldn't know if it makes much difference.

Excellent set. It doesn't really have especially difficult ribbiks combat puzzles, but it's still quite challenging. One little problem, I was playing on Map 04 with PrBoom+ and near the top of the mountain, there was a spot I couldn't pass through and I was being attacked by seemingly invisible Revenants. If you're playing continuous, you might not want to save until you pass this point, because I restarted the map and it didn't reoccur.

Doom The Way We Remember It(aka Doom but something's not right)
Engired, et al ★

Memba when we fought the Cyberdemon in the slime pits of Computer Station? You don't? Pepperidge Farm remembers. Because this is Doom. The way we remember it! Having had E1 burned into my brain especially, it's all too easy to say "Wait, the opening room of 'Hangar' was larger than this, FAIL," but a lot of people just don't play the original Doom anymore. I In all honesty, the vast majority of these are pretty similar, other than ceilings being lower and higher and room shapes not matching with their actual counterparts. If the structure is particularly complicated though, such as the aforementioned Computer Station (or 'Central Processing I guess') or Containment Area, then the details really start to depart dramatically. It's fairly debatable whether this is worth your time if you don't want to play OG Doom again, but I can't help but commend the amount of effort involved. And at least one person (Doomkid) had perfect memories of most maps.

Full Moon ★
Dubbag, et al

The final, and unfortunately probably least inspired entry in the Dubbag-spearheaded 'Time Trilogy' series. Save for some extra detail, and maybe complexity with some mappers, there's not very much to differentiate this collection from the hundreds of other speedmapping sessions that exist. It's not without it's fair share of good maps (the Hectic inspired Map 02, Dragonfly's Choke, and the maps by, Clippy, Phobos, Death Bear, thelamp, and Muumi (utilizing his penchant for traps that seem to be a feature of all his PUSS maps) are all quite fun. Mao 18 (Phobus') was my favorite, due it's implementation of slaughter light in a sort of closed-city setting though there are thankfully no Arch0viles here(Muumi's was my second favorite). Once you get to the last 4 maps though, it just becomes a fairly bland slaughter set.

Argent Sun ★
Czerny399

And if it's bad..oh no way! So I guess I may have to eat my words because the likely final version of this here megawad was just released and it's been getting far less attention than the other one reviewed here. A total of 17 maps, mixing techbase and hell in a fashion that is clearly not meant to present a cohesive narrative, this is successful at packing a challenge without seeming too difficult, at least at first. All the maps are finely detailed, though perhaps there's a little too much empty space, but the enemy count's mostly above 300+ in most maps, so it's not as bad as it sounds. The replacement shotgun souns is kind of cool, but Doomguy now has an annoying voice. Less annoying are the map titles ("Dead Pimple and "Harambe's Revenge" are two examples. It definitely seems to be trying something more ambitious than Demonic Destruction, and while it doesn't quite achieve it, it's impossible to not commend the work involved.

BEST MISCELLANEOUS WAD

Twisted Reality ★
Zedonk

Plays in GZDoom. A map created for Hexen, this map's surprisingly easy to navigate, despite living up to its name. You'll find yourself seemingly running through the same passages over and over, running througe beige hallways only to find yourself back where you started, and head down what seems to be a natural hallway only to find you just went through a portal when you attempt to glance back. Yet, it's very much easy to navigate for the most part. If you're confused that you seem to be revisiting a location, don't be. You'll soon see that many things have changed. There's one area where you might find yourself going in circles (where you fight the humanoid baddie whose name start with Z) but even that is not too hard to figure out if you aren't tempted to explore. The last fight, with

a bajillion Reavers, Ettins, and Serpents, and 3 Maulotaurs is an awesomely apocalyptic one. At a certain point, you get to pick up your respective class' final weapon, and you really get to unload! The cosmically existential ending is frankly exactly what you'd expect.

I would definitely recommend this to any Hexen fan, and perhaps even to those who aren't necessarily the biggest fans but will play it every now and then. One more note, this map's quite tough, so you may want to play on a lower difficulty. I did without any shame whatsoever, because me and Hexen are…eh, let us just say the beginning 10 minutes of the base game has such dull-ass combat.

Soda Goes Extinct Except in Hell Because the Demons Drank Everything (Misri Halek 6)
rd ★

r.d. returns with this large-scale speedmap, supposedly influenced by Arrival but with a far simpler structure. How come a map with +1300 enemies doesn't take very long? Because ¾ of them are zombies you end up BFging in the final courtyard. Like it's fun in small bursts for sure, but whatever. This is a very challenging map, just in case you haven't guessed from the very intense start. There are keys you can use to unlock extra goodies but unless you can access them through some shootable switches, I couldn't find anything to help me. The hardest ambush involves a ridiculously large amounts of Arch-viles surrounded by far, far more enemies than they have any right to be. There's also an Arch-vile across from a Supercharge and some pinkies and scattered cell boxes which is a design determined to make you miserable. Say you don't need lots of RNG to get through this, and you'll expose yourself as a liar, even though it's true I can't move to save my life. The final hallway contains probably half a dozen Arachnotrons and a soda machine seemingly earning the map its title. Like Starlite Starbrite Processing, This was very good, though the hellish, corrupted textures aren't quite to my liking, not to mention it's less open.

RUNNER-UP 2

Deadly Standards 3 ★
Walter C. project lead, mapping done by RonnieJamesDiner, NeedHealth, et al

Will play in GZDoom and Eternity Engine. A series of episodic community works for Ultimate doom overseen by Walter confetti with its origins in 2017, this has got surprisingly little attention. The previous 2 entries were well-received so I suspect that's more the quality of everything else that's been released so far. T the theme of this episode is void, as there is a definite attempt at surreality with that ugly-ass marble brick seemingly placed everywhere, often with vines. And for some reason, the void is merely poison and doesn't burn your soul or anything like that, First map is a good introduction, second map has some silly teleporting 5 feet away gimmick when you enter or leave a room I don't understand(though you do go into a mirror universe sometimes), 3rd map is by far among the best, 4th map is Roofi's "Ventose" which has already been reviewed here and which was apparently created for this collection works well with the themes, Steve D's map is a short slaughter-lite affair, Map 06 is a cool sort of void-based map that requires much exploration and puzzle-solving, Map 09 is an E1M2 reskin containing a BFG in a maze you cruelly aren't given a rad suit for, Map 07 is a map which opens up the more you play, and Map 08 is another puzzler at first, as you try to get the Spider Mastermind and Cyberdemon at the beginning to come back.

Meteroid ★
C3ntralPr0cessing

C3ntralPr0cessing is back with this cool map that was originally created for RAMP before being abandoned. Described as a 'Crater remake' in the thread title on Doomworld, this soon proves to be maybe 15 percent true. Yes, some of the tree-filled lobby areas near the beginning have a certain structural similarity to Map 12 from TNT, but the proliferation of green textures lighter than those used in Your Resident Boring Techbase Map mixed in with the vanilla textures makes this a very different and distinct map. I played on HMP because of limited time, but I should say that this map leans heavily on slaughter-lite to slaughter gameplay and the monster placement more generally gives no quarter. The blue key trap was sort of cool, throwing Cacos and Pain Elementals in on one side and an Arch-vile and hitscanners on the other. All in all, very well done and definitely worth your time.

This was largely quite enjoyable to explore. All of the soundtrack selections are par excellence and you'll often be kept guessing in spots regarding progression, but in a way where you want to know more.

Super Speed Punching Hell
mxbobbie49 ★

This Episode 2 replacement consists of small, compact, maps which will take little time to complete, overall. And you'll

be punching. You'll be doing lots of punching. While it's not like you're totally deprived of ammunition, you'll really have to think carefully about where you choose to spend it. Mxbobbie must have eventually got tired of it though, because after completing Map 04 (consisting of a ridiculous crushing ceiling puzzle that requires you to avoid bumping literally all of the torches in the hallway with appropriately Castlevania-esque music which I noclipped), he'll then scale back the need for punching considerably and you'll find yourself facing small hordes which initially require the use of the chaingun, which has been speed up considerably along with the pistol. Difficulty slowly climbs until you have to fight off a massive Cacodemon horde with a relatively paltry amount of plasma ammo and metric ton of rockets. Incredibly thrilling. Map 06 pits you against SIX Cybderdemons with more cells than you could possibly want. There is an Invulnerbility Sphere and plasma rifle, but they aren't that easy to acquire. Finally the secret map I never found the exit here is an interesting visual patchwork which would be out of step with the rest of the set if it was a regular map.

This was very good. The truth is though, if the focus hadn't shifted, I wouldn't regard it as much as I do, mostly because punching is fun in short bursts, but eventually

Civil War Doom ★

corey_roamer

GZDoom compatible. Here's something that could easily have turned out terribly, but actually ends up surprisingly solid. Map design is quite unremarkable though, and you wonder if the designer knew how to make sloping floors at all with how flat everything, which it certainly wasn't in real life. All told, though, the author does a good job at making visuals that actually are in line with the time and place this takes place in. The difficulty levels have been given some amusing new names, one which a bit anachronistic (Churchill wasn't born until 1874) and Doom guy has received a bearded makeover.

Let's talk about the weapon replacements though, since they're the strongest aspect of this by far. You get a flintlock pistol, which you should avoid using as much as possible naturally, a bolt-action rifle that only appears on Map 01 that has a decent rate of fire but might irritate some players, an arquebus-type double-barrel shotgun with a long tube-like barrel that hadn't been in fashion since the 16th century, a 'semi-auto' rifle that's really just fully automatic and will probably would be your main staple, a mini-cannon that serves as a rocket launcher substitute, a lamp that takes up far too much of the screen which replace the plasma rifle(the ammo is floating shiny lights!), a stupidly powerful cannon that takes out Barons in often 1 hit and finally, dynamite, which you can use alt-fire for if you want to perform a more powerful kill.

The monster replacements are... kind of a mixed bag. You may run across a particular reskinned revenant, but you'll mostly just see the regular variety, along with several other demons from Doom's roster. The weaker monsters have all received some makeovers more appropriate to 19th century Americans(excepting the chaingunner, which was really strange), the Imp has been transformed into a pumpkin-headed monstrosity, the Demons now have a silly cartoonish look to them, the SS troopers appear as some black-suited dudes from who knows where, the Cybderdemon is now a ridiculously beefy dude with a ridiculous shirt and the Arch-vile has been transformed into a glowing red skeleton. The loud, guttural, shouting you hear (Where? Whaat?) is neither Civil War-esque at all, nor even comedic in a way that necessarily benefits the atmosphere (like find some more Western movie sound clips or something.

The music has a worst identity crisis if anything. While it's easy to understand why Civil-War esque music wasn't used throughout the whole thing, the abrupt music transitions into weird electronic garbage is definitely ridiculously jarring. I understand that doing midi-ized versions of folk rock, a la Bob Dylan may not have just occurred to

The bit towards the end of the first level where you meet the soldier with the flashing red eyes that surprisingly does not turn evil and attack you was quite funny though, He starts this monologue about the situation and near the beginning he'll be talking about how the kids viewed 'shooting them up' as just a game, and I burst into immediate laughter. Well played. The attempts at towns (the last map) had an unfortunate 'why bother quality' to them since you can't really talk to anyone.

All said, this is at least as good as something like Nightwalk from last month despite the odd presentation choices. It should be noted that you're meant to run past the demons at the end of the first map where other soldiers are shooting at them because you'd just run out of ammo if you tried to shoot them all.

Light Pollution ★
NokturnuS

This map is made exclusives for Eternity Engine and is apparently planned to be part of a larger wad project. This one's thematics are probably influenced by Back to Saturn X. It contains a rich military base aesthetic, along with some seriously futuristic tech, and a multi-level room taking advantage of Eternity's use of portals. You don't get too many weapons, but you'll soon find that's ok. The shotgun has been replaced with a faster-firing variant I've seen in other wads that feels less accurate to me. But that might be Eternity's crappy, imprecise mouselook failing at moving when I wanted.

Customs enemies are mostly cool, though the Manicubus variant has slightly more health. The hitscanners are the absolute worst and killed me a dozen times at the beginning before I found a path. That one guy that's kind of an SS replacement is utilized in a seriously effective and deadly way. Finding the switch to open the central building also unleashes a massive ambush some ways to the right of the entrance facing out that absolutely REQUIRES rockets for the sheer amount of hitscannnage contained within. As you explore the building, expect decent-sized ambushes from monsters which are largely on the floor above you whenever you pick up a key. The ambush involving the large Manicubi variants toward the exit may be slightly excessive, but still quite fun. Overall, a very solid map, with a surprisingly low amount of slaughter, given that the enemy count clocks in at 1234 on UV.

Superdream ★
Worriedidiot

Boom-compatible. This might be Worriedidiot's strongest effort, but unfortunately, he now hates you and desires you to die a very painful death.. The Chrono Trigger music is probably the best part because the experience is intentionally miserable. First map is a wooden affair stuffed to the brim with Revenants and arch-viles of you're playing on UV. Second is a monster-less affair where you're expected to jump on platforms that sink down into the slime, with hardly any time to do so. Third map is a Tyson map doable at least until the point you've hit some switches and unleashed the Imps on the sides. The 4th one is the only one I can say that I liked. Featuring the battle music from Chrono Trigger, there's a murder of Revenants you're expected to dispose of with a Super Shotgun, with a nearby Cybdemon placed to help keep you alert/thin the Revenant horde out. Normally this would be tedious, but this ranks up with the best battle music ever (I'm partial to Mellotron though). In fact, I would suggest using this in your space-themed map if you're looking for something fitting. After this, you'll have to run through a gauntlet of Manicubi without trying to shoot them for obvious reasons. Since there's no health, you'll only survive if didn't get hit by the Cyberdemon. The fifth map is a ridiculous Arch-vile/Supercharge jump puzzle I realized very quickly was not worth my sanity.

Is this better than Demonwhatever? Honestly yes, because the maps are more solid overall and Worriedidiot's creative intent was clear and deliberate in a way that didn't feel lazy. The sheer sadism on display here with the purposeful underequpping was ultimately too much for me though.

Cosmogenesis ★
NoReason

Boom-compatible. In the fine tradition of NUTS.WAD in making a map seemingly determined to bring the strongest computers to a halt, NoReason brings us this set of 5 tech-influenced maps that all have monster counts over 10,000. One of them is a reskin of the other. The 3rd map (containing corridors filled with Zombiemen was probably my favorite. The very last map has more monsters than Holy Hell Revealed, 70,000+. Imo, this is the equivalent of grinding to the max level in a JRPG: really not worth much of my time. Everything looks nice, but that's kind of a given of slaughter at this point. Basically anything incorporating the Dimensions rules of design is one difficult for me to enjoy.

Sector 'N Cleanup ★
Armolitskiy

Plays in GZDoom. Short, brutal, some cool music reminiscent of a more laid-back "Sadistic" from TNT and surprisingly well-made, this map doesn't pack in the harder monsters too heavily, but at the same time makes excellent use of what it has. Health is limited and there are lots of hitscan enemies, so it's definitely a challenge if nothing else. The red-key trap is genuinely creepy, and definitely somewhat unique amongst what seems like a fairly vanilla design.

The Last Stand ★
elio.exe

Boom-compatible. Elio.exe turns yet another well-detailed map, this one taking place in a warehouse setting. Make sure to grab the shotgun and groups of shells that are in the starting courtyard unless you want to quickly have a bad time (the shells are some ways off to the right). A couple of large ambushes end up making this map, and you get some rockets to use with them! You don't get a plasma rifle and there aren't too many Doom II monsters, but it's quite satisfying for what it is.

Lab C-27 ★
elio.exe

Vanilla-compatible. Another solid map from elio.exe and created for the upcoming Doom III: IDKFA project. This one has some of the best detailing I've yet seen in their maps. A sort of crane around a box in the second room or so, mini-bunkers containing chaingunners and an environmental lab with Manicubi in the corners in a sort of easier Dead Simple variant. Ammo balance is quite perfect so use what you have sparingly. I was able to find all of the 5 secrets, though I will say the one with the Shotgun ammo in the room with the first Revenant was rather subtle. It's sort of interesting how you loop around the long hallway with the Hell Knights, Super Shotgun, and crates at the end so you're in a better position for the Chaingunners. Elio doesn't really seem like someone who likes to make maps above their skill level, so that was actually kind of clever.

Resistance
HalfLife9000

Tedious and boring with default textures and lots of enemies. 'nuff said.

Mercenaries
Matt Bollier

One of two maps Matt Bollier dug up from 1995. It's actually fairly well-designed, but suffers from blandness like you'd expect from someone who thought Doom II was a perfect model visually to draw from. This is supposed to take place in a jungle, yet there's no sign of trees anywhere. Anyways, the towers at the sides do convey the sense of a military fort. The bad side: 35-40 percent of the enemies are Zombiemen. If you're looking for a shotgun, you'll have to head towards the northwest corner of the fort's outside corner. Unfortunately, you'll probably be hurt badly by the chaingunner on the side. Maybe you should wait and get one from the shotgun guys later.

Many of the hallways inside are tan brick, which is ok for probably 75-80 percent of a small map of this. Seriously, it would have been fine if consistency was maintained. See, a library might make some sense, but the mish-mash of differing techbase textures does not. The puzzle to acquire the blue key isn't too difficult, but there's absolutely nothing to tell you there's a secret wall requiring use of the blue key. I don't want to know what those differing-heighted platforms do. I'm already tiring of this moronic lack of health...

Refinery
Matt Bollier

Another Matt Bollier map just uploaded to idgames. Unattractive and the combat is stupid. Chaingunners around the sides, Chaingunners in the centers, and it just starts to become boring. The surrounding rooms (the crates to the north, and the refinery bit to the northeast) are somewhat safer, but not exactly engaging. Like, what the HELL is up with that default industrial texture in the eastern hallway anyway? And I'm not sure it's even possible to acquire the berserk pack sitting in the tank in the starting room.

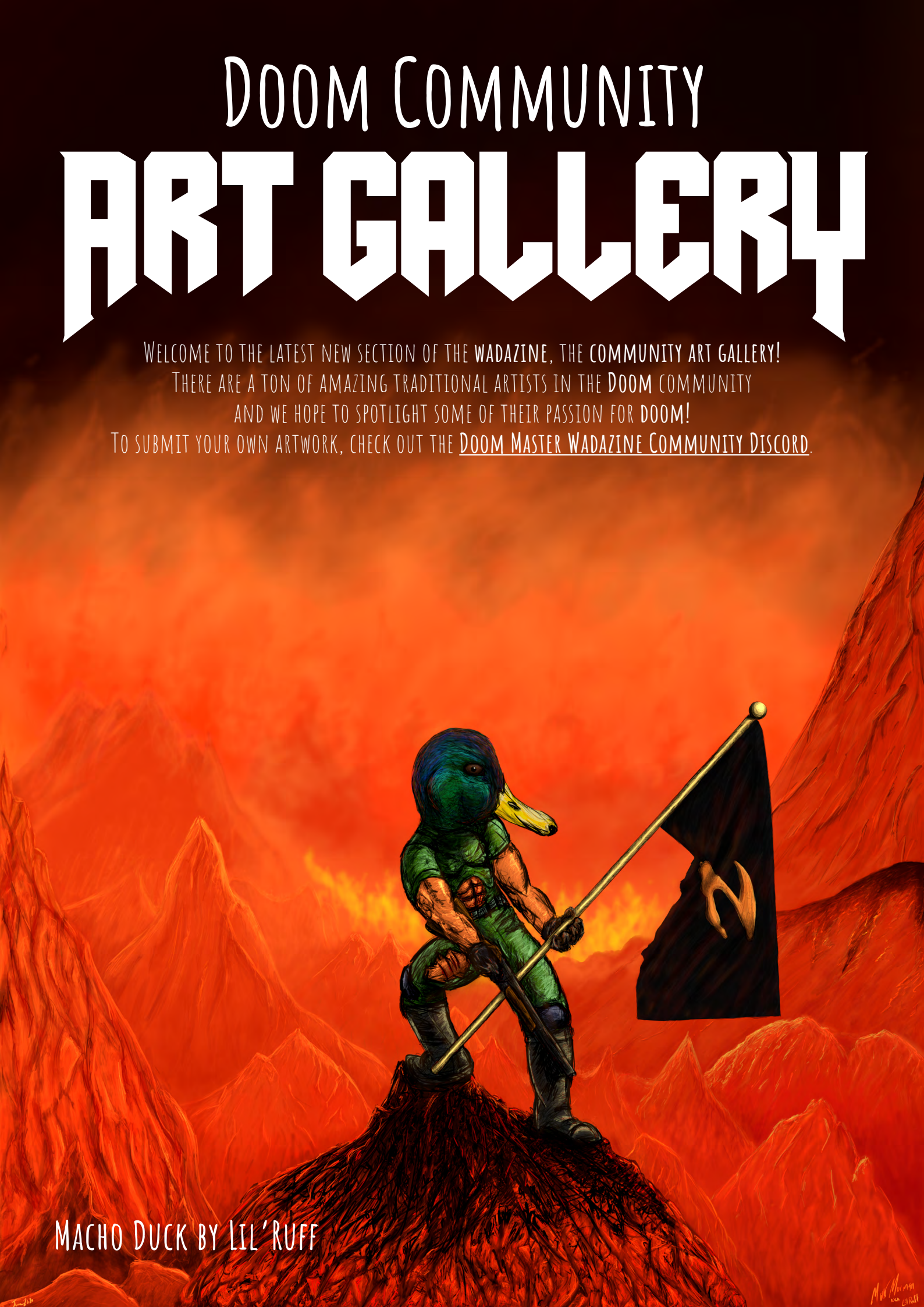
Czequisite Corpse ★
Romsu89, et al

A 6-mapper map made by members of the Czech community, this feels like something that could've been in Borgeosie Megawad. I ended up playing on HMP because I was struggling, but the combat is quite frenetic.



Doom Community
ART GALLERY

Welcome to the latest new section of the **wadazine**, the **community art gallery**!
There are a ton of amazing traditional artists in the **Doom** community
and we hope to spotlight some of their passion for **doom**!
To submit your own artwork, check out the **Doom Master Wadazine Community Discord**.



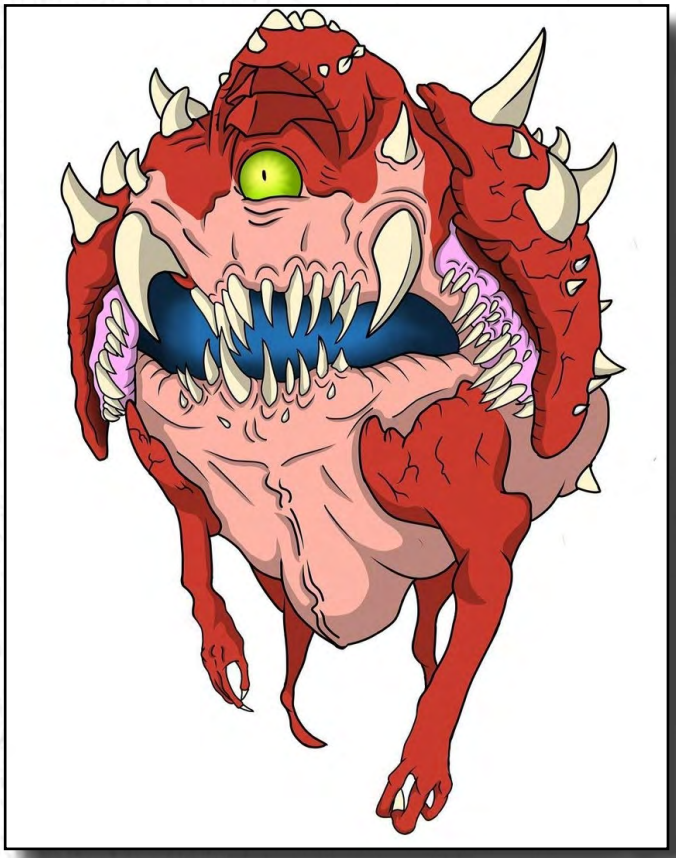
Macho Duck by Lil'Ruff


Doom Mother Demon
by Maria Kinnun

Cute Cacodemon by Dasha W. Frost



Art by Firm_Egg2505

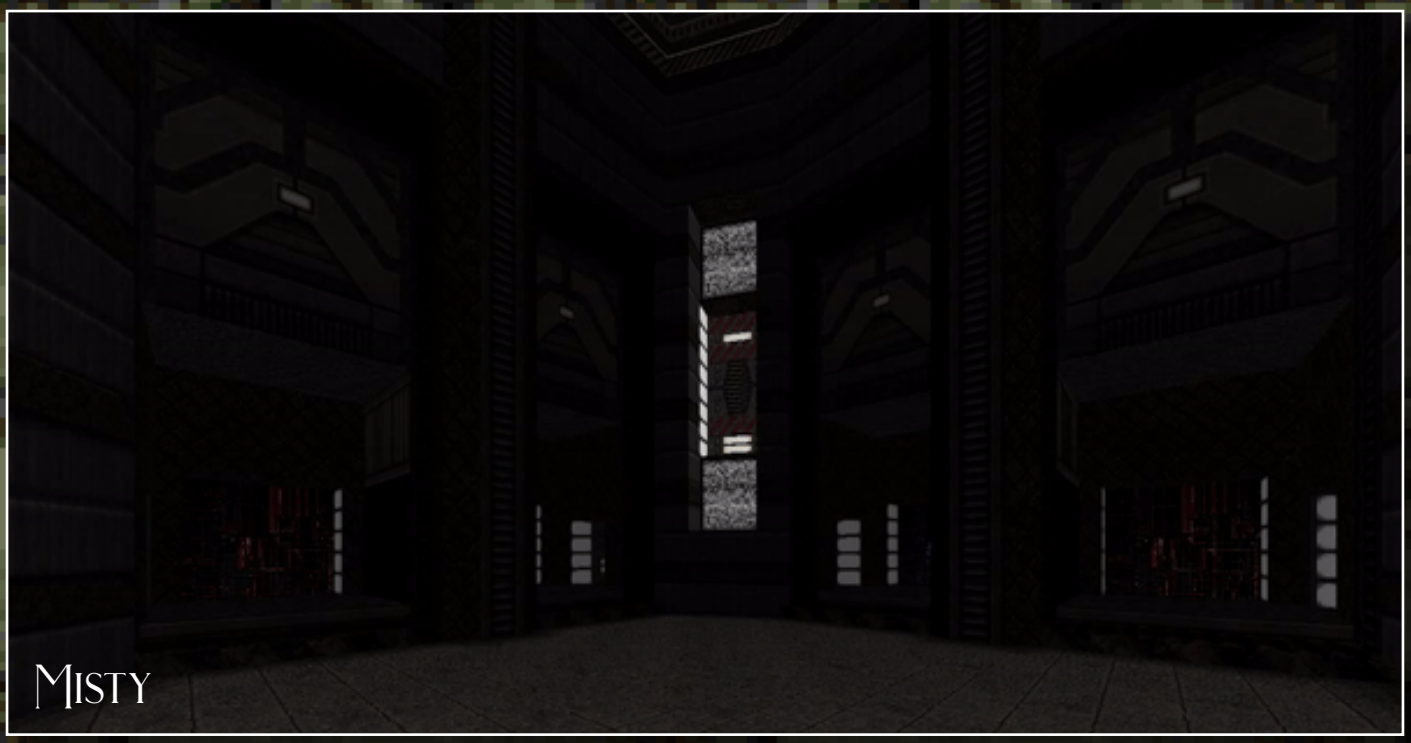


Art by Doom_Dude





T600 Endoskeleton Vs. Doom by SkeletronMK666



Misty

PICTURES GALLERY

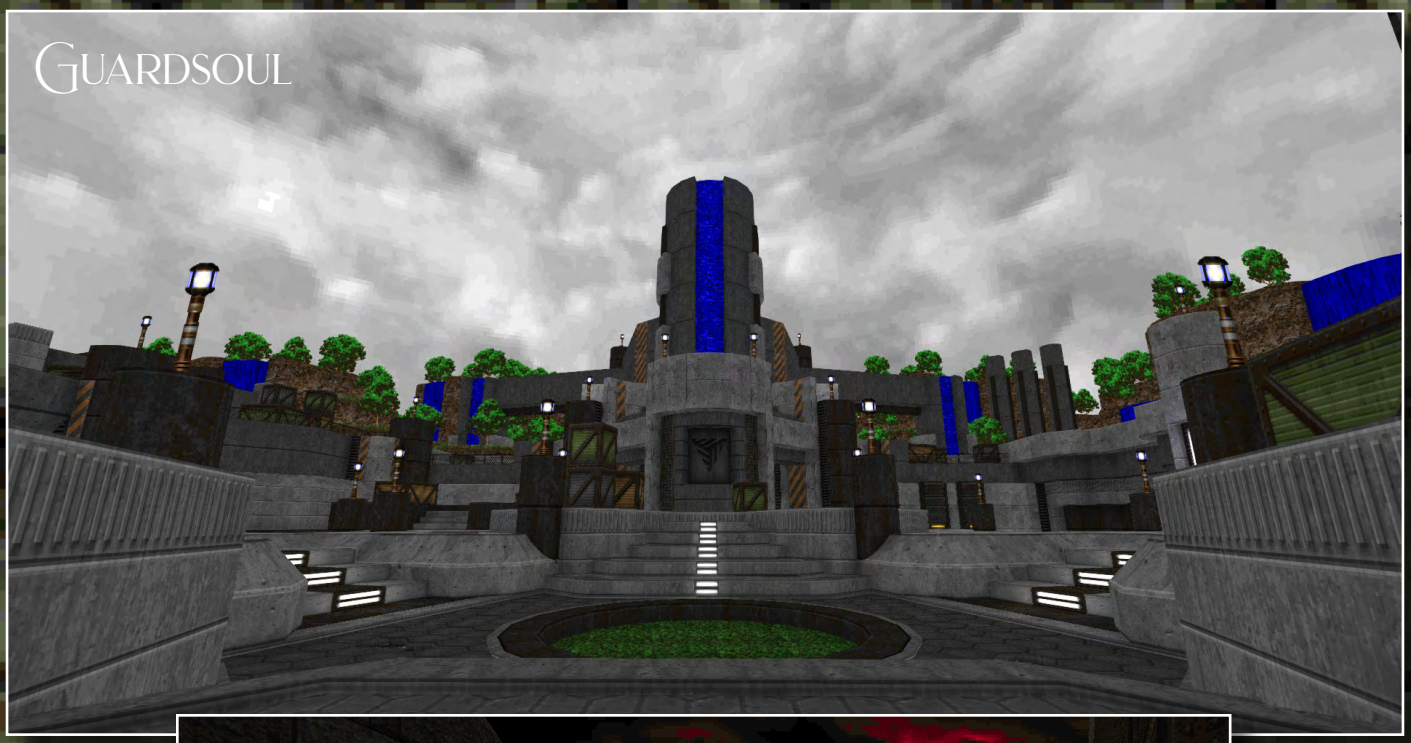


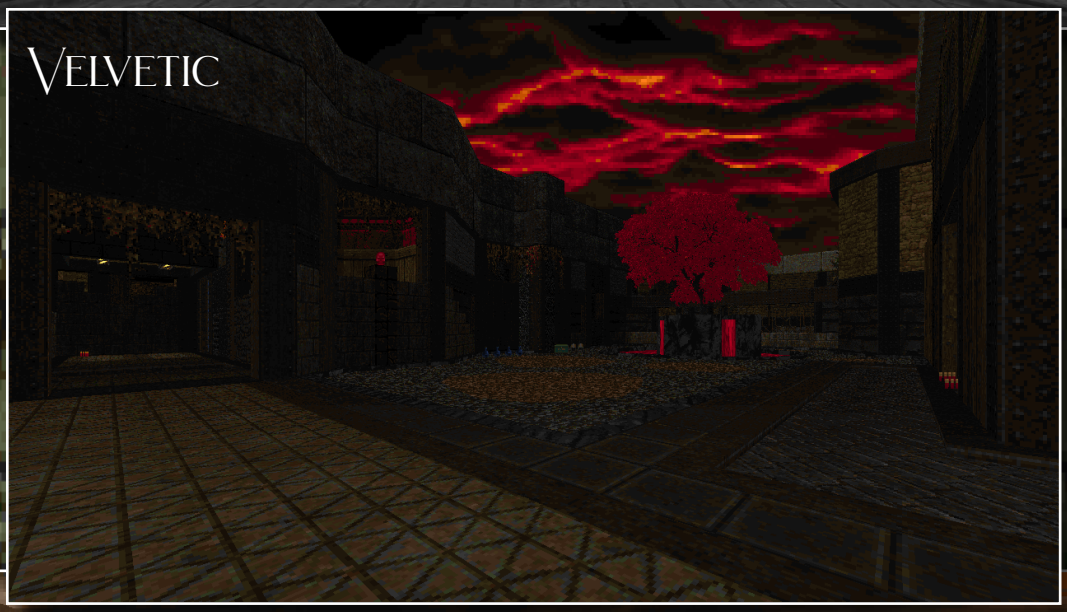
4matc


4MATC

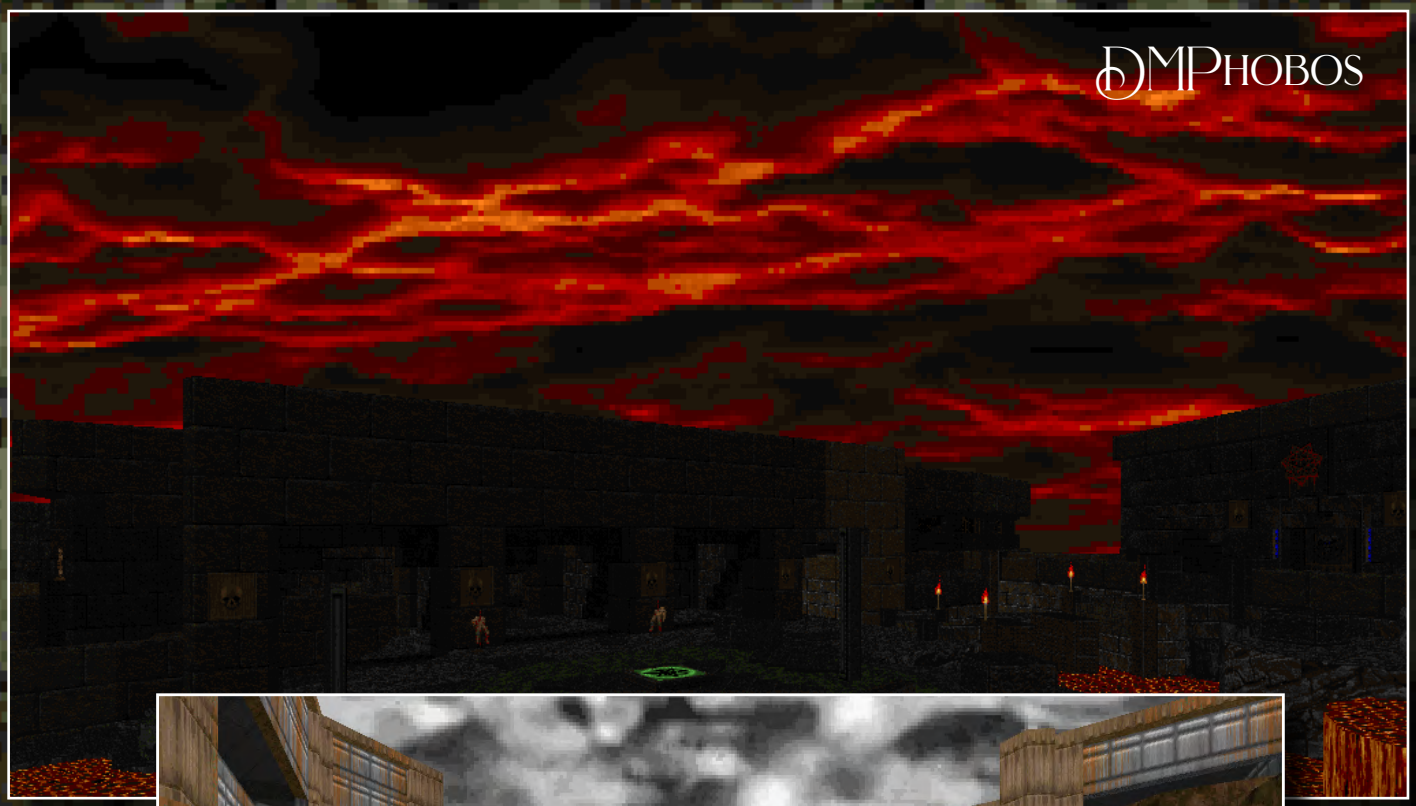

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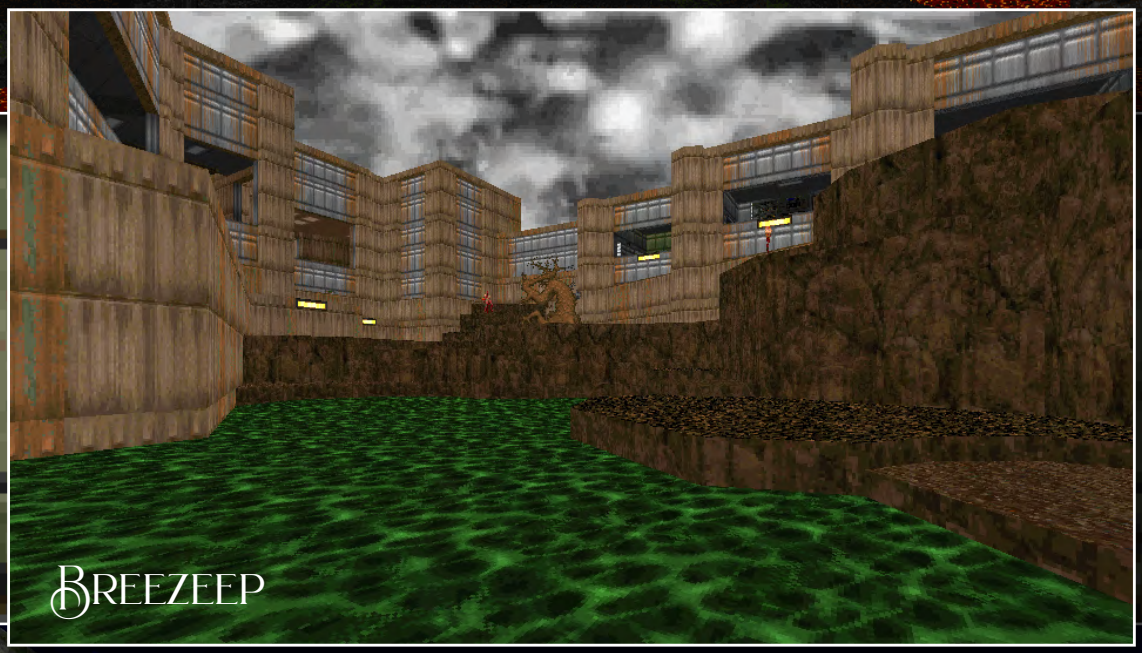

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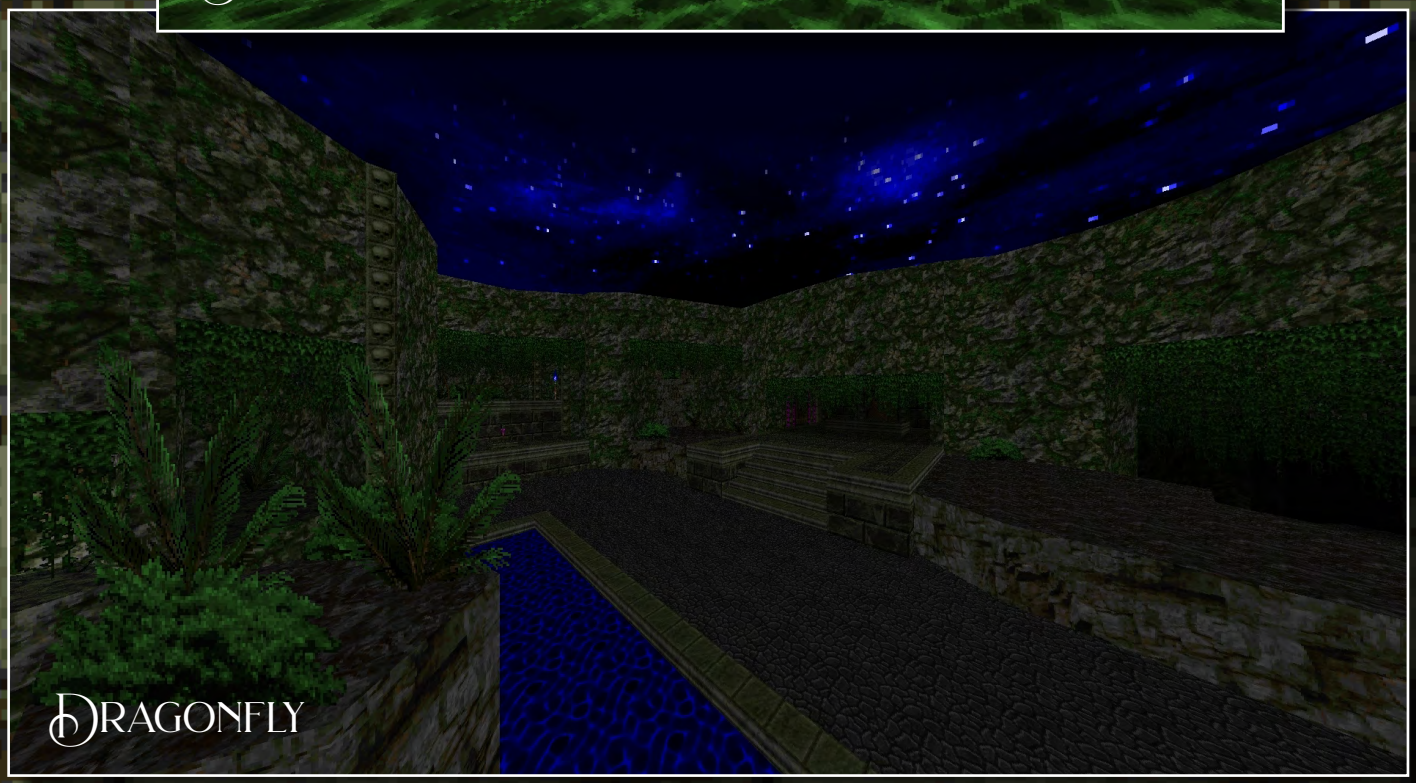

GUARDSOUL


VELVETIC


VELVETIC


DMPhobos


Breezeep


Dragonfly


Doom_Dude


Roofi


Remilia Scarlet


TAKE
THE CROWN
2v2
TDM
EDITION
$1000 PRIZE
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