

THE DOOM MASTER WADAZINE

Unhiding the
Secrets; obscure
trivia about
Doom.
Over 8000+
words!
Much WADs
for you to enjoy!
Newstuff on
Doomworld!
And the best
of Doom pictures!

With guest interviewed:
Bridgeburner56

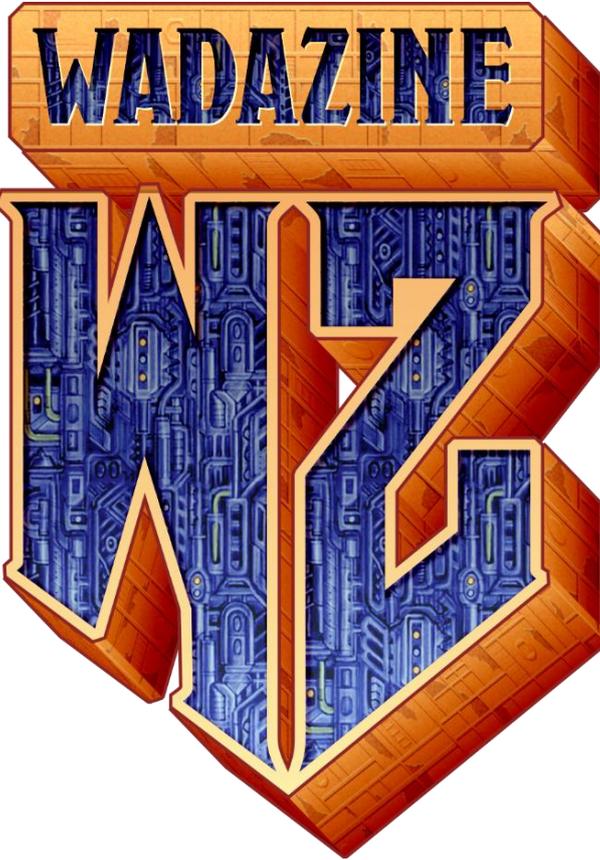
Issue #3



THE

DOOM

MASTER



#3

PRODUCED BY:

ENDLESS

The best, the ugliest and the dooimest of Doom!

Issue #3

INDEX

- DOOM MASTER WADAZINE
INTRODUCTION ... 4
- WRITERS ... 5
- ARTICLES SECTION... 6
- WADS SECTION... 18
- MASTER RECOMMENDATION OF
THIS ISSUE! ... 24
- NEWSTUFF ON DOOMWORLD ... 30
- PICTURES GALLERY ... 34
- SPECIAL THANKS ... 50

**The
D O O M
Master Wadazine
Presents:**

The third edition of this amazing magazine project (third times the charm).
A beautiful collaboration growing stronger with the help of the community.



Writers of this Edition:

Endless: As usual, the skeleton of the Wadazine and the main production work. And of course, fuckton of wad recommendations. (Hope you are happy Caleb, kappa.)

UndeadRyker: With its first direct contribution to the magazine, UndeadRyker fills us with wisdom in his excellent trivia in *Unhiding the Secrets*. Despite being its first article, UndeadRyker has been a great support since the first edition of the Wadazine and a great support in the improvement of the Discord server. An enthusiastic round of applause for our friend!

InDOOMnesia/taufan99: Ever wonder how's Doom in the other side of the world? Look no further, for our friend brings us the answer on *Dooming in East Asia, Then and Now* article. Thanks to InDOOMnesia for staying with us!

Ant1, you ever wondered what is like to play Doom for a nuovo gamer? (Now that's a term I thought I would never use.) Ant1 brings you his firsthand experience with playing Doom in the modern FPS scope!

TheNoob_Gamer, a different kind of writer! This one is a Newstuff reviewer, so go and check his descriptions to some of the new WADs on Doomworld, it might help you!

Unhiding the Secrets

- By UndeadRyker

Doom has garnered such a cult following that plenty of dedicated fans are uncovering secrets to become widespread and widely known. For instance, the protagonist of *Doom* was stationed on Mars because he breached Article 89 and Article 90 of the *Uniform Code of Military Justice*. Not only for disobeying, but also assaulting a superior officer who ordered him to open fire upon a group of innocent civilians. Those who never read the instruction manual or bothered to search on the internet likely wouldn't have known that.

Nowadays, trivia like cheat codes are popular because it's so useful to any player who has touched the game, hence the widespread pop culture references that feature the letters "IDDQD". **However, in the darkest corners of *Doom* there are true secrets waiting to be discovered that can appear much more unusual or even downright controversial.** Yes, yes! These are secrets that would even make the most hardcore players raise an eyebrow and go, "Wow that's fucking weird. But also, damn, that's cool".

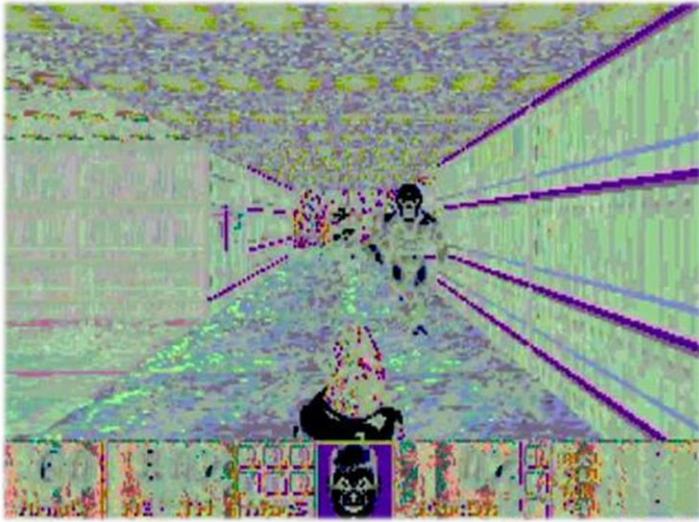
A Multiplayer Secret Has Been Revealed!

Let's start off with something a little obscure to Doomers who don't play multiplayer frequently, especially in *Ultimate Doom*. There is a berserk powerup that can appear in the first level and episode, E1M1. But there are several conditions that must be met which can seem somewhat strange. **To get this berserk kit to show up, the level must be played in multiplayer, and on a difficulty easier than Ultra-Violence.**

The very first level of *Doom* is already widely considered the easiest level to complete. The level gets even easier with friends in cooperative (if one can manage their trigger finger to avoid friendly fire), yet it's improbable that anyone's first exposure to *Doom* would have them set up a multiplayer/LAN server back then to play with others. Perhaps it was for deathmatch, but that leaves its oddly-specific difficulty conditions up to debate on why it's set to the way it is.



Hell's Disco



To seasoned multiplayer veterans, the above is presumably well-known and at worst, an eyeroll or a yawn was warranted from that small piece of info. To that, I say feast your eyes on this!

Yes, this is a real screenshot taken from the game *Doom II's* Entryway. If by chance you ever take a hit from a projectile that deals negative damage, your palette will forever flicker uncontrollably into vibrant, messy colors until the level is changed. **This phenomenon will only occur when the damage a projectile does is**

set to a negative value, typically through the use of DEHACKED.

In addition, it happens in the vanilla game and source ports that are faithful such as *Chocolate Doom*. Reportedly, *Crispy Doom* replicates this behavior as well, but I would advise against testing this in other source ports due to the unlimited framerate which may result in a more intense effect. Here be dragons!

Unidentified Line Action Number

This food-for-thought is more for the mappers. In E2M7, Spawning Vats in *Ultimate Doom*- one of the few levels that survived early development- there is a strange wall that has a special property. In fact, it's probably the most special wall in the entire game. Let me explain.

The Doom Engine primarily relied on linedef action numbers assigned in a map to tell the game what to do with a particular sector, or "rooms" for the less mapping-savvy. The linedefs, or "walls", were labeled with a number that is called the linedef action number. In this case, we have two doors that are labelled with "1". A linedef action of 1 tells the game to make the sector the linedef is a part of to behave as an operational door when the player presses use on that wall. The switch is part of the wall which was given a linedef action of "103", which is an action that permanently opens doors elsewhere that was tagged with a matching unique number. **But just to the right, in between the switch and rightmost door, there is a wall that was given a linedef action of 65535 which is not a valid linedef action number.** It doesn't do anything when interacted with, but it's interesting to note that because by default a newly created linedef doesn't have a line action number assigned to it. We can only ponder what that linedef action's purpose was in the older versions of *Doom*, assuming it wasn't placed there by mistake. It is one of the oldest maps that survived multiple revisions during *Doom's* development after all.



The Monkey Cages

Now this is something completely different that's guaranteed to change how you may view the levels of the games forever. **Remember the imp trapped in what seemed like a small tunnel with a brown grate just before the exit door in the first level of *Doom II***? Well, according to the *Making of Doom 3*, in the original storyboard we see that similar looking brown grate, and lo and behold, it's revealed that **they're monkey cages!** Oh, and demonic monkeys were originally planned to appear in *Doom 3* as well inside said cages. Intriguing.

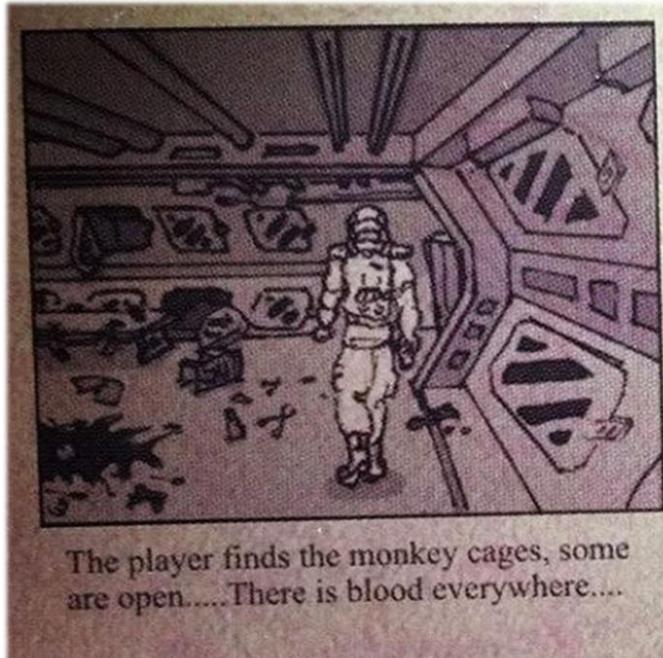


Image courtesy of Revenant100.

It appears that in the *Doom* timeline, the activist group, People for the Ethical Treatment of Animals (PETA) weren't successful, or the Union Aerospace Corporation (UAC) just plainly didn't care. This begs the question: how are the demons even inside the cages to begin with? Were they once monkeys? Did they have the misfortune of setting up their teleporter's destination spot inside a cage by accident? If so, were the monkeys telefragged? We must know!



How Long Does Berserk Actually Last?

Now you hold your horses! I assume you're thinking either of these two things: it lasts for as long as the red tint is displayed, or it lasts for the entire level. Well buddy, gotcha. Both of these assumptions are dead wrong! **It lasts for about 4 damn years!** That's right pal, you need to pick up the berserk kit and leave the game running (unpaused) for almost 208 weeks, or 104 fortnights, or 1,461 days, or 35,064 hours if you want to witness this. The berserk kit is more misleading than the invisibility sphere at this point, isn't it?



Here's the explanation why without the mumbo jumbo: it's still tied to the same powerup framework that the rest of the powerups use. The berserk powerup just so happens to count up instead of down unlike the rest of the powerups, so its powerup counter will keep ticking, and ticking, and ticking, counting up until it reaches its max 32-bit integer limit. When it hits that limit the timer will wrap that number all the way back to zero and keep it at 0, turning off the powerup. But wait, there's more! After 2 years the screen will turn bright red. It's because the blood vessels in the marine's eyes pop and he nearly goes blind! Okay, well maybe that's not why but you better get used to seeing red.

Now this poses another question: does our hero go into a coma after he finishes a level? Think about it. When you start the next level, his berserk strength is gone when he only had it for the level before. We could guess that whatever the hell was in that berserk kit was so strong our hero blacked out and took a nice comfy coma-induced nap from exhaustion, right? It makes you wonder if there's any additional side effects other than blindness, roid rage, or coma for using berserk.



Parallel Universes



Well... sort of. Definitely not to the extremes of *Super Mario 64's* quirk of the same name that's for sure. As a matter of fact, it's possible for people who have experimented with the nocliping cheat codes to have come across this phenomenon already. But for those who never sought to experiment, **you can come across fake level geometry in actual levels when you noclip a certain distance from any real map.**

Should you turn off noclip while you're in this area and move around, you'll likely find yourself bumping into invisible walls, getting hurt by

damaging floors, and perhaps even hearing sounds from impossible distances, although the latter two are already possible to encounter without turning off noclip. It also doesn't stop there. If you noclip far enough in one direction, you'll find yourself back in the real map a la *Pacman!*

This has to do with a combination of how *Doom* renders the level and its collision systems when it comes to linedefs. Again, it's certainly nothing astonishing compared to other game's out-of-bound areas but nevertheless interesting to see with your own eyes.

Lost Soul's Lost Facelift

You are going to need a keen eye, or a good memory for this one. If you were one of the first people to play/purchase *Doom* and have a copy that hasn't been patched, you'd find that the Lost Souls looked very different right down to the fire hairdo they had.

In version 1.2, the lost soul had more pronounced upper brows, a more hollowed out nose, and fuller fire effects going on. This was changed around the time *Doom II* was released,

seemingly flying under the noses of everyone since it was an unexpected change. Also because *Doom II* was released with the new sprites, all versions of *Doom* and *Ultimate Doom* have updated their lost souls to reflect that change. Personally, I like the fire from the older version. It's more "fiery" like what it's supposed to be and less like a carrot top wig from a doll.



Left to right: V1.2, V1.9

It Takes Two To *Doom* In Attract Mode



I'm pretty sure anyone who's played *Doom* or *Doom II* knows that in the original game, it has an attract mode which contains a few demos that showcase some of the gameplay in a few seemingly random levels. All of the demos we ended up with in the games always had a formula. The demo ends when the player dies, and they're recorded in singleplayer.

There was one exception that broke both of these rules in the early builds of *Doom*. **In the Shareware build, version 1.666, the player is playing cooperative with another fellow marine in E1M5, Phobos Lab!** People

have already speculated that John Romero is the player who recorded most, if not all of the demos. It makes me wonder who that other player could've been. Who could have joined him for that goofy multiplayer session? I call it goofy because the player we watch in his point of view kills his teammate with a rocket launcher, blows himself up on a pinky not long after, respawns, then runs back to the secret to grab another rocket launcher, meets the same teammate he blew up, and purposely performs a kamikaze explosion point blank with said rocket launcher, killing both him and his buddy and the demo ends finally after a total of four deaths by both players combined. How romantic! You can watch this touching love story yourself quite easily, as a matter of fact. It's shareware and I was able to download it quite easily to get the relevant screenshot for this little bite-sized info without much digging!

Sandy Petersen's Ghost Mapper

Now, here's a fair warning to this. This is purely anecdotal, but this was observed by someone who was able to get a good look and feel for the inner workings of the masterminds in the 90's id Software building. According to *Master Levels for Doom II* mapper Sverre André Kvernmo (known as Cranium or Soundblock on Doomworld), **Shawn Green has worked on maps uncredited alongside Sandy Petersen who is a well-known, major level designer especially for *Doom II*.** This is an interesting observation because it's thought that Sandy Petersen single handedly made the majority of the maps for *Doom II*. To every player, *Doom II* was the definitive collection of Sandy Petersen levels.



Pictured left to right: Shawn Green, Sandy Petersen.

Instead, it appears that Shawn Green actually had several unfinished levels sitting around, so Sandy Petersen has taken the initiative to elaborate upon them and improve them so they can see their debut in their respective games. Disappointedly, only one mapper was credited for each level, meaning that it's unknown which of the Sandy Petersen maps were started by Shawn Green.

Shawn Green and Sandy Petersen were both influential employees of ID that have certainly left their own marks in gaming history. But until then we get more information, the conception of the Sandy Petersen levels will remain a foggy mystery to us.

100% Secrets... for now

Hopefully, you've learned a few things that have left you bewildered, amused, shocked, or curious about whatever other oddities in *Doom* there could possibly be. Perhaps you've been given bragging rights to truly say that you know more about *Doom's* quirks. Or if you already have known everything in this section, then good on you! You're keeping your *Doom* knowledge in check! Speaking of *Doom* secrets, every secret you've learned in this article makes that blue armor sitting in the acid pit of E1M1 Hangar look small and insignificant by comparison, doesn't it?



But the ultimate question must be asked— did I only uncover the tip of the iceberg or is there nothing more? **Your mission is to spread what you learned in this section to those you know who love *Doom* so we can clear our beloved game's secrets!**

Dooming in East Asia, Then and Now



By InDOOMnesia/taufan99

Strictly speaking, first-person shooters are not exactly as big in East Asia as they are in the Western world. Still, that's not to say DOOM has no place there. In fact, the series' popularity has recently been increasing, with the likes of Japanese Vtuber [Korone Inugami](#) and (South) Korean animator [Sodaz](#) making videos on the newer DOOM games. Historically, DOOM has actually been around there for as long as it's around in the Western world.

In the 1990's, the Japanese computer scene, with local computers like the famous NEC PC-98 and Sharp X68000, was dominated by doujin groups, which consisted of hobbyists making stuff, usually video games, CG (computer graphics) collections, or also comic books outside of the computer scene, which would nowadays be comparable to indie developers. Meanwhile, computer software was a rather shady market in Taiwan. Piracy was rampant, with developers often taking Japanese titles and publishing them as their own while localizing very little. The South Korean market was just recently starting to thrive, with original titles and Western titles both being circulated widely around the country.

With the success of DOOM in Western world, id decided to bring the game to another part of the world. The choice of which part couldn't have been more predictable at this point.

In Japan

Publisher Imagineer (who managed the infamous SNES port of Wolfenstein 3D) and distributor SoftBank, both of whom previously cooperated with id to release the localization of Wolfenstein 3D, released the first two titles for both the PC-98 architecture (which needed some tweaks due to incompatibility with the MS-DOS architecture) and DOS-V architecture (which was compatible with MS-DOS) in both floppy disks and CDs. For the first DOOM, there were releases for 3.5" and 5.25" floppy disks along with a CD release, while DOOM II only had 3.5" floppy disks and a CD release. A release packed with Doom95 for both PC-98 and regular PC also exists, this time only released by Imagineer. As with its Western release, DWANGO also offered free time network access through its Japanese branch.



3D Alien Busters... An assumption (not) only in Japan!

(A side note of interest is that while DWANGO closed its Western doors in 1998, the Japanese branch has since found more success, even having its own video website named [Nico Nico Douga](#), the Japanese otaku equivalent of YouTube.)

There were also Japanese releases for the console ports. The SNES/Super Famicom port even lets players choose any episode at any skill (and different intermission text), whereas the US/European release has a different skill-episode choice system for replay factor. The terrible Sega Saturn port has its soundtracks rearranged in

Japanese release to slightly match the original PSX port, although contrary to old urban myth, it contains no framerate increase. The Kobe child murders in March 1997 shook Japan, resulting in some Western games, such as DOOM 64 (released in August 1997) and Hexen, getting partially censored. Whereas DOOM 64 has the blood decals turned into green, everything else remains the same. Hexen, on the other side, not only got the green blood decals, but also some gore decorations removed or altered.

Japanese



Now that's more like 3D Alien Busters!

Following the release of DOOM 3, which was also presented in an Apple Conference & Expo in Tokyo, CyberFront localized the game for Japanese audience. The Japanese localization of the BFG Edition can be watched [here](#).

The newer DOOM games also have several localizations to various languages. Whereas there are text-and-voice localizations and text-only localizations, the Japanese one stands out as the only Asian language to feature text-and-voice localizations. Playlists of the localized [2016](#) game and [Eternal](#) can be found here.

A thriving Japanese community also exists. From Tatsuya Ito aka. tatsurdcacocaco (mapper and speedrunner), Nanka Kurashiki (mapper and illustrator), to Nobuaki Tanaka aka. Sinshu (author of C# source port [Managed Doom](#)), we can see a degree of DOOM's legacy in the Nation of Blooming Cherry Blossom/Sakura.

In China/Taiwan A bold step was taken by id in this case. Knowing Taiwan's infamy for its software piracy, they decided to license DOOM to a shady software company Kingformation, at a fee of only US\$ 1 per copy (same case with Wolf3D earlier). This mutual agreement allowed id to receive some profit from the country, while Kingformation kinda received other official license rights further on. This, however, did little to tackle the issue of piracy, according to Taiwanese Doomer Player Lin, as people would later pirate the game across the nation (as confirmed in [this post](#) on a thread).



Left-to-right: Taiwanese DOOM, Taiwanese Wolf3D, Japanese DOOM.

While no detailed record exists regarding DOOM in Mainland China, David Kushner in the popular book *Masters of Doom* notes that the government considered banning the game in 1994, due to its gore and violence. Until someone else can give us more insight of the state of Classic Doom in Mainland China, this is all we know about it so far.

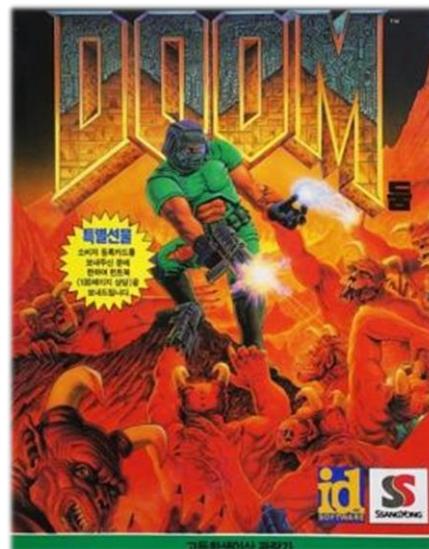
The newer DOOM games feature text-only localizations in both Traditional (used in Hong Kong, Macau, and Taiwan) and Simplified (used in both Mainland China and Singapore) Characters for Chinese.

In Korea

Under their software distribution section, SsangYong, a conglomerate company ([chaebol](#)), released DOOM in South Korea under id's license in 1994. Consisting of a set of 5.25" floppy disks, it received a 15 rating from local rating board Korean Public Performance Ethics Committee (KPPEC).

In September 1994, a gang called [the Chijon family](#) committed serial murder, which raised concern regarding violence in media, in turn resulting in DOOM II not receiving a localized release like in Japan and Taiwan. Only in 2002 did the game finally get released in South Korea, as its censored Game Boy Advance port (which, curiously, was not released in Japan).

DOOM 3 and Resurrection of Evil were distributed by YBM Sisa (featuring a text-only localization), and the newer games also have text-only Korean localizations. Aside from localizations, a mapper by the name Park Seongbae ([antares031](#)) also exists, making the acclaimed [Struggle: The Antaresian Legacy](#) megawad. He has contributed to numerous other projects as well.



The only Classic Doom game Koreans got to enjoy back in the 90's.

East Asian DOOM clones

The interest towards what was seen as a form of video gaming realism at the time also existed in East Asia. The first such game to prove that is the infamous *Legend of the Seven Paladins 3D*, released in 1994. Since word of its creation has spread for a long time, I'll focus on other East Asian DOOM clones.

In 1995, South Korean developer Ablex released [Hades](#) with help of distributor LG Software. It features 24 levels with an extended voxel terrain (predating Maddox Games' [Z.A.R.](#) by about 3 years) and a usable flying vehicle that can be found in some levels. Its downside? The designs fall off lacking originality. Projectile attacks from enemies are also plentiful (almost like *Lot7P 3D*), with an annoying explosion sound. Still, Hades is worth checking out for some innovations alone. You might also enjoy it if you're into games that encourage speedrunning, intentionally or not.



Fighting enemies in Hades.



Yes, it bleeds too!

In 1997, a Taiwanese software company Engine Technology released their own DOOM clone with a rather generic title [Mars 3D](#). While the title is rather infamous due to its English voice lines ("Kizz my azz!",

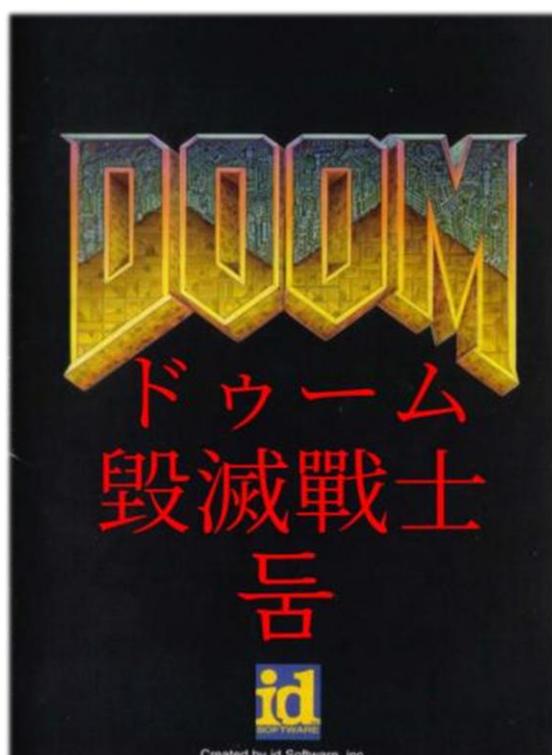
“Daymmit!”), it has some unique features as well, despite its short length (only about 7 levels). Sure, it somewhat rips from many Western games (pistol sprites from Duke Nukem 3D, compass and annoying fish enemies from Powerslave/Exhumed, you name it), but there are also other points of interest. There are friendly NPCs which you can interact with, a screen distortion effect for underwater area and the final boss’ invincibility window, nine different weapons including “projectile” grenades that fly forward instead of bouncing, and cutscenes in some parts. In 2018, a translation effort was done and a box set campaign was announced by Community Releases from Germany. Since the box sets are now out of print, the translated game’s ISO can now be downloaded free [here](#) (manual installation via DOSBox required).

While Korea had one DOOM clone and Taiwan had two, Japan did not seem to make notable ones of these. That’s [not to say](#) there weren’t any of them. Perhaps the most identical thing to a DOOM clone for PC in Japan is this unknown doujin title named [Maze 999](#). Even then, it’s more of a Wolf3D clone with a few RPG elements. Most of Japanese DOOM clones were developed for the Sony PlayStation. A company named Genki also made [Kileak: The DNA Imperative](#), its sequel Kileak: The Blood 2: Reason in Madness (dubbed [Epidemic](#) outside of Japan), and its spin-off [BRAHMA Force](#) under the span of two years (1995-1996). Nichibutsu released an overlooked gem [Expert](#) in 1996. Another DOOM clone, [Tokusou Kidoutai J-SWAT](#) by Banpresto and JAMP, was also released in 1996 for Sega Saturn. In conclusion, Japan was also actually the most active developing DOOM clones, only that these are also the most overlooked (perhaps due to some of them having lesser remarkable quality).



Personally, I find Expert the most fascinating Japanese DOOM clone.

The East Asian audience has been recently starting to increase in our fandom, especially following the new games. My hope is, may this mean more national communities like the Japanese community, who also made the megawad [Japanese Community Project](#). ;) Fingers crossed!



Evil comes in many tongues... but so does good!

A Modern Look at a Classic Game: DOOM from the Modern Eye

By Ant1

Let's face it – Ultimate Doom and Doom II are getting old. The series started in 1993, making it over 25 years old. And as one explores the community, they discover that lots of members come from this time period, before the internet was widespread and forums allowed easy communication between people. In my experience, however, while there are members even younger than I, not many of us born after 2000 talk much about their experience with playing the original games for the first time. So, this article is for anyone wondering how the game can be for those used to modern experiences.

For some background on me, I'm Ant1. I'm 17, from the U.S., and first joined Doomworld in early July of 2020. I had played the first few levels of The Ultimate Doom before, and had purchased the first two games, but had gotten into the community after seeing videos about Doom speedrunning. First beating The Ultimate Doom on Hurt Me Plenty, I slowly learned more about the games and the people who built the community of which I became a part. But how was my experience? What differences did I like or dislike?



Well, the experience was definitely interesting. As I beat Ultimate Doom and eventually Doom II on Ultra-Violence, I learned about the game's feel and controls. For me personally, I perceive the movement as being similar to Counter-Strike, a more modern game that I also quite enjoy playing. Doom's movement feels very smooth, with each keypress transferring into the game world seamlessly. This smoothness of

movement definitely helped me feel more at home while I learned about the engine's quirks. However, feeling the momentum of Doomguy was definitely a change. Most games I had played before allowed either instant top speed with no momentum buildup or had such a fast increase that it didn't matter. Learning to open doors quickly, perform tricky strafe jumps, or even just navigate the levels in the most efficient way possible was definitely a change that I'm still not fully used to. Another thing that took me by surprise is the non-linear levels later in each game. Not only am I awful at navigating game worlds in general, but most modern games are rather linear in design, allowing one to easily tell where they need to go. Not so in Doom, in my experience. Many different paths and secrets are able to be explored, and even ignoring that, backtracking and open levels are commonplace. I will ashamedly admit to getting lost many times during each game's first playthrough. Luckily, I'm getting better, but I've still occasionally forgotten some secrets in the original games.

The most important question to answer in my opinion is "How do the games *really* hold up, without the nostalgia that comes from having played when these came out?" and that question is very easily answered. I had a blast playing the games, and am super happy to have beaten both on the Ultra-Violence difficulty. Exploring community WADs has been super cool as I get to see what has been done to push the limits of the engine. Being able to talk to both newbies and old-timers about a classic game has been interesting, and I've learned a lot. So, while not perfect, I love the classic Doom games, and am sure people will keep enjoying them for generations.

THE WAD CORNER #3

Welcome to the WADzone! This edition brings you new recommendations and new maps to play. So, get that minigun oiled and let's get into the Doom!

No Rest for the Living: By Arya Iwakura & Russell Meakim. (2010)

This addition to the WAD corner/recommendations is somewhat different from the rest, somewhat new. Here is the first official and commercial Doom recommendation, in this case NERVE.WAD or aka No Rest for the Living. A special inclusion contained within the BFG edition, Xbox live and recently the Bethesda port. An exemplary case of Doom's case of forever living and never dying. No Rest for the Living is an official creation made to celebrate the re-launch of classic Doom a decade ago. If this could have happened decades after classic Doom, now with the recent surge in popularity over the franchise, why not think that maybe we'll have another official WAD for our beloved game? Oh, Romero, where you at?



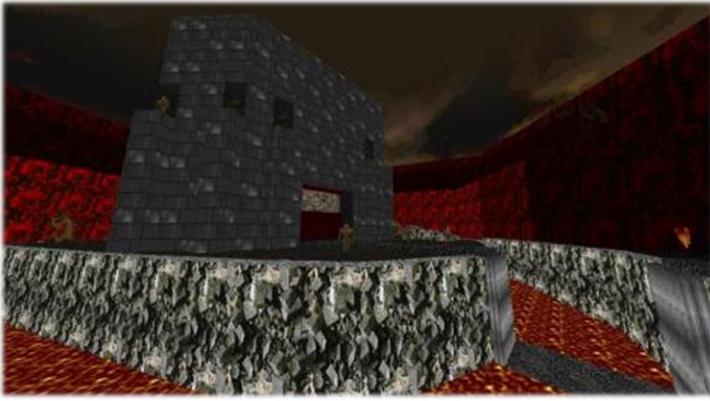
No Rest for the Living includes 9 new maps developed by workers of Nerve Software. Specially designed to be part of the re-release editions of the first games. This map collection is old now, but it's probably one of my favorites when it comes to official releases. No Rest is a collection of challenging maps designed to entertain us through scary roads in great maps that emphasize special layouts that can be differentiated from the rest of the maps. When I say this, I mean that every map has a unique feel within its own boundaries. The frontiers are clearly established thanks to their intense designs that increase the dynamism between combat and exploration, as well as their characteristic names that describe the adventure that lies ahead. A leap up in difficulty and quality, this WAD is certainly a step up from the original Doom 2 maps, but it's also one that manages to stand up to the other modern WADs that came out during its launch year.

It's an experience that will make us focus on both the attractive yet simple design and the bloody, *bloody* combat. No Rest offers an incredible challenge in UV, seriously. Map 4 onwards will give you a good beating, especially map 5. You'll jump between different themes and presentations that are set in a more realistic fashion than the original, abstract style of the Doom 2 maps. Blowing demons up in a tech-base and blasting your way through a mountain that feels like an entire warzone. A design that conveys both a sense of pureness and modernism that will satisfy your wading cravings. Even better, the relationship between the map and enemy positioning is something that will amaze you. Here lies quality, a rough diamond that will give us a few hours of pure violence. There's *No rest for the living*. Win or die.

- Endless



Abyssal Speedmapping Session #1: Obsidian & Various Others. (2013)



Have you heard of the Speedmappers? Crazy map makers who decide to push their skills to the limit by sitting down for a limited time and taking all their skills out to create a map in the least amount of time possible. These are the Speedmapping sessions. And this is A.S.S. (unintended acronym, allegedly.)

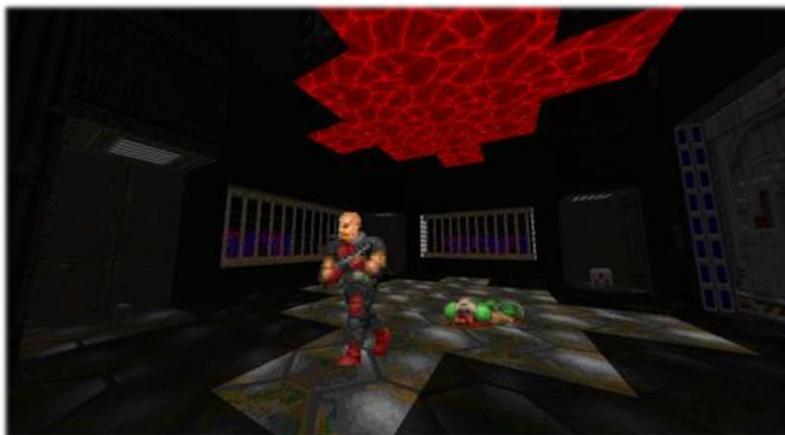
The Abyssal Speedmapping Sessions are a vital cornerstone for entering the world of WADs. Variety comes in all shapes and sizes, and sometimes, in all kinds of limitations. In this case we have a limit of 2 hours to create a map, with a supposed 15 minutes for bugfixes. ASS (I'm sorry but I have to use the acronym.) is a special event led by the masterful/perverse mind of Obsidian. Here you will find all kinds of names and all kinds of levels. Some authors are probably going to be familiar to you, some even took their first steps into the world of map making by practicing in the Abyssal Sessions. Anyway, what you will find here is something unique that despite not presenting an impeccable quality, shows us the capabilities of many as well as the mistakes of others. Finishing a map in 2 hours requires not only skill, but a certain amount of talent. Do you want to find out?

Well, well. We have 4 maps in total that will not be too surprising to look at if we don't take into account the circumstances under which they were created and also the historical context that it has. There are currently 45 total sessions. That's 45 sets of various maps that you can play with. An enormous amount. Each set has about 6-8 maps, but I can't really give an exact range because some have much more than that. This special session stands out for being the first ASS experience in history, the first step to what is probably the most consistent Speedmapping event in Doom history.

The design of these particular maps is... surprisingly decent. Two hours limit and they still manage to design maps that despite lacking a few important factors, especially visual ones, manage to contribute to form a small enjoyable, decent and quite fast to finish set.

This is perfect for just getting into a little of Doom WADs history and having fun for a few minutes. It's a different experience when you play a map that you know precisely under what factors were made. It allows your mind to become more critical and accurate in every detail you examine. A.S.S, despite the acronym, is a good starter map-set.

- Endless



The Mean Green: Chris Hansen. (2019)

Well, well. Now look at this! Have you heard of a map that instead of going all-out insane with hundreds of demons and massive layouts, decides to go for a simpler more concise route with small groups of demons? Now that's something that isn't so heard of in the current times, at least to my knowledge. Its something that sounds as simple as it is. And guess what? Its pretty damn fun.



Although we are told from the beginning that this is a collection of small maps with dominant low-tier enemies, the overall design of the 3 maps is so well done that they make that compact feel fade into a sense of pure excitement and fun. In my opinion, if a wad can do that, it's successful. This set of maps made me realize how underrated low-tier enemies are. Thanks to the use of these demons, like imps, shotgunners or pinkies, this wad gives the feeling of being a kind of collection designed for Ultimate Doom in spirit. Maps don't always have to drown you in Spiderdemons or Revenants in excess to have fun (Single-enemy spam is no fun for me) yet we can opt to use a selective combination of demons that work in sync to give us some good combat and fun. Of course, it is not the hardest map-set in the world, it is quite simple in Skill 3 and down, and regular/decent enough in UV, and of course everything becomes a nightmare in Nighmare. In spite of that, there is no need to look for an extreme challenge to be able to entertain ourselves. The Mean Green is a modest collection of maps that embraces the idea of "less is more", and idea that I quite like and wish to see more in this style of maps. Big thanks to <rd> for making the [DWMiniwad Club](#), this is how I discovered and reviewed this wad.

When you enter the wad, your expectations should be set within the following: Medium difficulty, excellent use of low-tier enemies, and maps varied and unique enough to provide action for every minute you play it. They're not ultra-complex maps, but they're not so simple that you think you'll complete them in the blink of an eye either. The advancement mechanism is based on finding different encounters with high amounts of simple enemies like Imps or Former Humans. You won't find Revenants busting your ass every second (at last), nor will you have a thousand rockets at your disposal to destroy everything in your path. If I could describe the action of this map it would be with the word tactical. No, not CoD style, but Doom style. The best style.

All in all, this is a fun Ultimate Doom inspired map set that should keep you busy for at least 40+ minutes with a normal pace. You can speed through this map and even then, you would still have fun thanks to its very consistent layout and enemy placement. Here's one for Chris Hansen, and may he keep up creating this cool maps!

- Endless



DBP08: MINDBLOODGENESIS: Doomer Boards Community. (2019)



But Endless, every edition of the DMW has had a DBP. Don't they bore you by now?

Well, dear Doomer, the answer is: Nope. And I'll probably will never get bored of them. The quality that has been presented in each project has been incredible, fascinating and simply unique. This time I am in front of MINDBLOODGENESIS, which

let me tell you that it has become my favorite DBP so far.

Rusty iron walls, bloody floors, green lands that cross forbidden dimensions, corruption of the flesh all around. This is the red sky of a blood rain, the eclipse of a red new moon, the genesis of blood. Have you ever wondered what it would be like to combine a little Silent Hill with Doom? Not so much in terms of gameplay, but more in combining the best aspects of each game. The DBP08 brings us that gift by showing us maps that have reminded me of one of my favorite horror games, specifically one of the darkest and most sinister dimensions of any medium, the Otherworld of Silent Hill. It traverses incredible maps with Doom's violence as you destroy demons in worlds corrupted by sin. This is an adventure that will take you to different dimensions, as challenging as they are fascinating.

Have you ever wondered what it would be like to combine a little bit of Silent Hill with Doom? Not so much in terms of gameplay, but more in combining the best aspects of each game. Some of the DBP08 brings us that gift by showing us maps that have reminded me of one of my favorite horror games, specifically one of the darkest and most sinister dimensions of any medium, the Otherworld of Silent Hill. It traverses incredible maps with Doom's violence as you destroy demons in worlds corrupted by sin. This is an adventure that will take you to different dimensions, places as challenging as they are fascinating. Now with a total of 9 maps (more than the previous ones) this adventure through rusty lands offers you incredible encounters with different levels so amazing that you will be fascinated, especially if you are one of those who likes to explore and simply observe for a few seconds the excellent work of textures and architecture. This set of maps once again offers us a good, clean challenge. The difficulty is high, but it's not impossible though, it's challenging enough to force you to think through every step. In my experience, what I found most useful was good positioning and correct use of weapons, maybe that tip will help you.

Once you enter this new collection, keep your eyes wide open, each map is a pillar that forms an incredible effort, an effort that has everything done right to entertain us. My favorite project, and I'm sure the next ones will follow the same tradition. Come on! Come and taste the genesis of blood! Rust and bullets await you in this punishing lands. Be ready for Doom.

- Endless



Crossing Acheron: Dr. Sleep. (1994)

No issue is complete without recommending a vanilla WAD! This time we have one that already has some fame under its belt, but one that I just recently completed and I think is worth mentioning once more, but this time in the annals of the DMW. This is Crossing Acheron, a vanilla map that will make you travel though time back to the 90s.



A true marble for its time (cause the level its actually made out of green marble) Crossing Acheron can be seen from a historical point of view within the history of mapping. Many veterans may remember this map quite fondly, others may have already forgotten the existence of such a creation, and of course, some newcomers like me may not have tried it yet. That is why I am here, to tell you: What are you waiting for?

There are different versions that we can find to enjoy this map, with the main characteristics being the fact that we can enjoy it in both The Ultimate Doom and Doom 2, it is our choice. In my case, I decided to try the last version of 1995 in Doom 2, which is obvious to say that as well as adding the shotgun, it also adds a little more difficulty. In spite of that, this is a map with the vanilla spirit embedded in every corner. From the use of enemies to the glorious texture of green marble (my favorite) we will be able to enjoy a stunning 90's perfect performance to fill us with that vanilla lust.

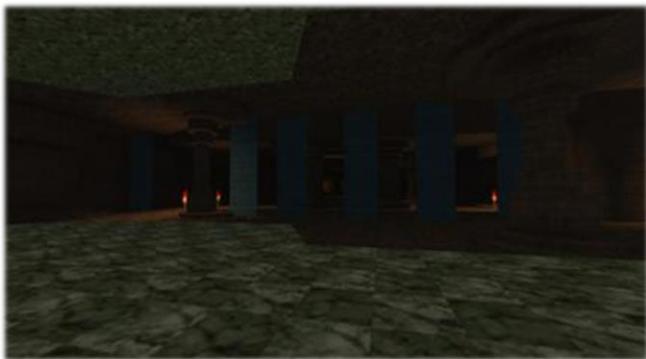
Simple in nature but surprising in context. Crossing Acheron retains a certain appeal that brings a sweet charm that is fabulously retained years later. That feeling of trying something that came out almost 3 decades ago never fails. We are faced with an average-sized map that can entertain us for 15+ minutes. With enough monsters and enough secrets, the combat is quite entertaining and a bit more complicated than Ultimate Doom but without becoming Final Doom. It has its tricks up its sleeve and it is a map that requires some natural curiosity to progress, since some secrets are part of the progression of this one, although they are easy to find (and this is said by someone who sucks at finding secrets) as well as useful for our adventure. Probably one of the situations that most provokes that feeling of nostalgia is to see the use of textures as well as those fascinating little architectural tricks made to evoke a more realistic environment, like creating benches in the style of a church.

Crossing Acheron has everything you can find during 1994. A fun map that not only entertains you, but also helps improve your perspective on how far we've come as a community and how amazing the authors have become. Look at those green marble textures, now it's rare to find them, so take a good look, because when you least expect it, you'll be missing them again.

- Endless



Kshetra Keep: Megabeholder. (2020)



When it comes to South Asian-themed maps in our fandom, there doesn't seem to be much to offer, perhaps other than *ahem* Kama Sutra. This is due to how few of us are familiar with the culture of Indian hemisphere. It's especially hard to translate it to a decent map, not to mention that there aren't that many South Asians in our community too. Fortunately, Kshetra Keep is one to answer our thirst for another South Asian beauty, with its own twist.

Its selling point advertised on the release thread title is... the voxel decorations scattered around the map (beginning parts have them the most, which can also slow down some lower-end devices), which may be superficial. It may not have a big, fancy variety of colors (mostly brown wall texture a la Quake 1), but to me, it doesn't need to. Indeed, it has more than just those, as once you head out the beginning room, you will notice the unusual geometry of the map. A giant vault floating on the sky (good thing you can't fall from it!), with small desolate places containing unmarked coffins - presumably those of respectable religious figures - that evoke a sense of pilgrimage spots every here and there, a cave, a garden, a wheatfield, and whatnot, all interconnected within the vault. Non-Euclidean geometry tricks are done very well, making for the biggest wow factor of this map. Contrasting to its coziness is the dissonant track that amplifies the unearthly feel even further.



Encounters are plenty, but never too unfair. There is the cave with a traditional trap consisting of some revenants that appear after you pick up the key, there is a bunch of spectre imps (!), regular spectres, and even two hell knights at the garden for those who like slaughtermaps. There is the narrow library that gives off a little bit of DOOM 64 feel with chainsawable demons waiting for you.

Overall, Kshetra Keep is a short offering with only one map and an instant ending after you have finished it (the intermission screen of MAP07 is also unchanged). However, it is one of the best I have ever experienced. If you're deeply into esoteric maps and atmosphere in general, give this one a try. It will blow your mind in some way or another.

Extra note: August 17 marks the Independence Day of Indonesia, as well as the release of the third Doom Master Wadazine edition. I, taufan99 aka. InDOOMnesia, would like to celebrate this very day with all of you. I have recently noticed that some fellow Indonesians have been into Classic Doom as well, and I would like to draw more others to the beauty of Classic Doom.

Last but not least, terima kasih banyak atas pengaruh positif yang diberikan komunitas ini bagi saya! (Thank you very much for the positive influence of this community on me!) See you next edition. ;)



-InDOOMnesia/taufan99

THE MASTER RECOMMENDATION #3

The pits of hell are opening up to a new contender. From the underworld itself,
Beneath the flames of red fire,
May your guardians protect you,
Or Doom shall come.
The Master Recommendation #3 presents...

Bastion of Chaos

By: Bridgeburner56

A wild Bridgeburner map appears...

An odyssey through a dimension disturbed by waves of madness and fire.

The mouth of hell has spat out its subjects in order to take back what they consider theirs. A cathedral to all sins. This is the stronghold of the devil and the demon, the home of the massacre where the pigs never stop screaming.

A journey of no return into the eye of corruption, deep in the shadowy hands of darkness.

This is the world where you are the punisher.

This is the world where you are the war.

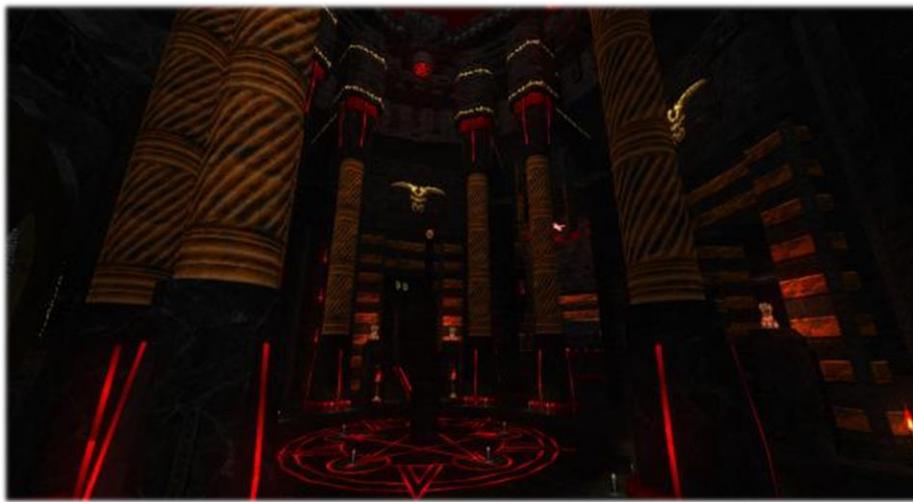
This is the *Bastion of Chaos*, welcome, chaos slayer.



A massive monstrosity of such astounding proportions within a theme so dark and diabolical as to leave you with your mouth wide open. Bastion of Chaos is a massive map designed for GZDoom with one goal in mind: To destroy you and your hardware. This is the most detailed, technically amazing and astonishing map I've seen in the last few years. It's got everything. A massive construction that magnificently represents the design of a hellish fortress along with some gothic influences, which remind me slightly of the art of Warhammer 40k, and let me tell you that if someone manages to achieve that artistic quality, oh boy, there's skill here, there's some serious raw talent.

I decided to use Bridgeburner's own captures because my PC is not worthy of this work. But don't worry, there's also a low-spec version. ;)





You'd better go in well prepared, because in the author's own words, you'll need a *decent PC* to play it. Pretty decent, I'd say. This map contains such a striking visual quality that you'll probably need more than a decent PC to play it with dignity. It's not just about having a massive amount of linedefs, dynamic lights and rich textures. This map is also about the demons and traps that await you, innocent Doomer.

You better be ready because no fortress is without its defenses, and this one comes with a resistance worthy of engraving the stones of history. It's time to say exactly what gameplay this map is based on and I'll make it easy for you: Slaughter. This is not a walk in the park, this is not a simple adventure through the dark corners of hell. This map will bring you to your knees and punish you if you don't get back up. You'll have to think, move, and shoot with swiftness and strategy.

You want a challenge? Do you want to feel the power flow through your veins as you demolish more than 4,000 demons? Not only will you be facing an absurd number of enemies in open and boring fields, oh no, of course not. Quite the contrary. Bastion of Chaos is a battleground, a monument to the war against the forces of chaos. This can be your grave or theirs. You better play ITYTD if it's your first time playing slaughter. HMP will be an absolute massacre, and oh boy, you're crazy if you try it on UV. *Do it.*

One of the best maps I've seen within its own category: Sickeningly huge and detailed. The difficulty is extreme, the challenge is juicy and the visual aspect is out of this world. Add to that an orgasmic soundtrack by Primeval that boils your blood and plunges you into this dark world. As a result, there's excellent work here that will stand as a testament to what this community can do. These guys never cease to amaze me, please keep it up. Bridgeburner is further proof that even as the years go by, we will always have new artists raise the bar for Doom mapping. A prodigy with future plans. What are you waiting for, Doomer? War awaits here, in the *Bastion of Chaos*.

- Endless

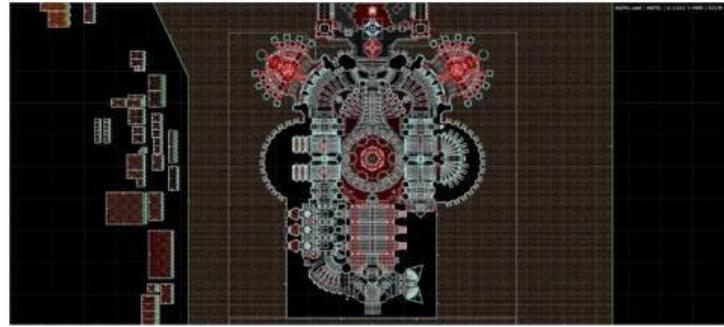
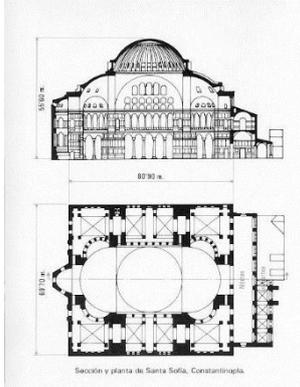


Happily, I present to you,
an interview with the creator of **Bastion of Chaos**,
Bridgeburner56!

- Endless.

1. *Bastion of Chaos*, what a great beast, where did you get the idea for this map?

Bridge: The broad concept for Bastion of Chaos actually grew out of me remaking an older Age of Hell map that I made 2 years ago. Originally it was going to be a much stricter reinterpretation but as often is the case, the design evolved as I made progress with the map. I did a full layout sketch prior to starting which I followed in some areas, and let the map develop organically in others.



I also drew specific inspiration for areas from external sources including art I found online, church designs including the layout for the 6th century Byzantine church Santa Sofia and broad gothic design tropes like flying buttresses. This is also the first map that I've made where I've deliberately drawn inspiration from Doom Eternal. This was more for some of the fine details like column and stair designs.

2. *The gothic and diabolic theme is quite present in your work, is this one of the themes that you most enjoy seeing in maps or do you have any other preferences?*

Bridge: Abstract map design is what I most enjoy and I've always found hell/gothic maps in Doom to be my favourite over the years. This is what led to me coming up with The Age of Hell as a concept which is exactly what it sounds like, a megawad+ full of hell themed maps in a variety of styles. It's split into episodes each with their own hell 'flavour' such as icy brutalism, gothic marble, helltech, and nightmare void.



I also believe that the more 'real' a map tries to be, the harder it is to make it fun to play and look interesting, especially in the Doom engine. Whenever I've tried to make something semi real like a tech base or a city map it's morphed into something abstract and twisted.

3. *Have you taken any inspiration from other authors' work? If so, who have inspired you?*

Bridge: There have been certain wads or levels that have stuck with me over the years such as the last episode of Alien Vendetta, Eternal Doom's gothic castles or the hellscape in Speed of Doom, but there are 2 authors in particular that really influenced me. Huy Pham (Deus Vult 1 and 2) and Insane Gazebo (Sunder). Deus Vult perfectly nails the hell theme in a way that not many maps have and Unholy Cathedral from Deus Vult 2 is possibly the perfect map. The pipe organ alone is worth the price of admission. And no one does enormous abstract monstrosities quite like Insane Gazebo. Sunder epitomizes mapping without even a token attempt at realism as well as mastering scale in a way few mappers have even

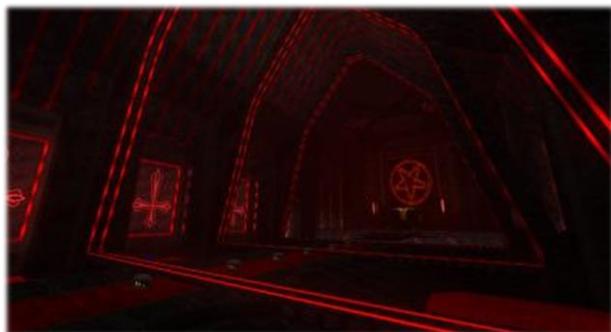


attempted. There is usually something that I've played recently hovering in my mind as I map but I will always come back to those 2 mappers as stylistic influences.

4. *Just in 2019 you were named one of the most promising newcomers, you have proven to be quite skilled with your maps, how long ago did you start creating maps?*

Bridge: I've been dabbling in map making over the last 15+ years but I'd always lose focus or get distracted by some other game. I got back into mapping early 2018 after an 8-year hiatus and have pushing myself hard these last 2 years.

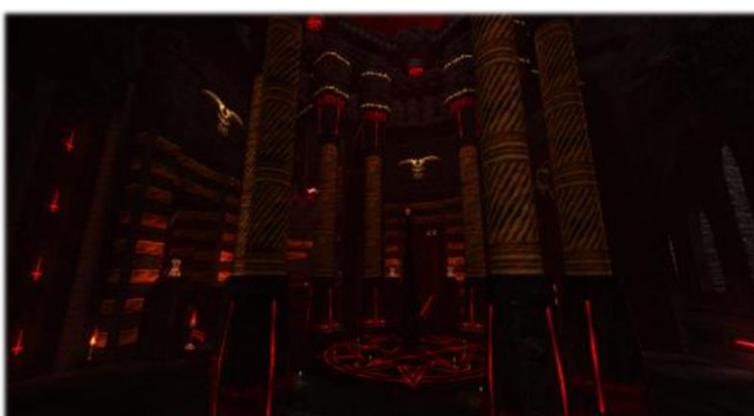
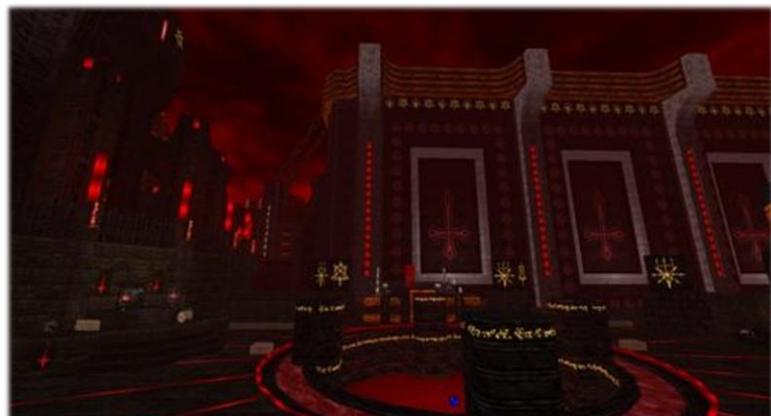
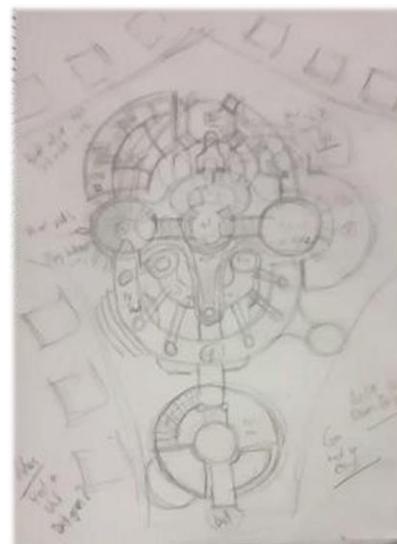
5. *The vastness of Bastion of Chaos begs the question, how long did it take you to finish it?*



Bridge: Bastion of Chaos took a bit over 3 months to make with a total of probably 300 hours spent on it so far. I set out originally to make a map in a one month but things ... got out of hand. I realized about 5 weeks into the build that the map scope had increased massively and I was probably only half way through making the layout. It ended up a shade over 125,000 lines once it was done.

6. *You're even newer to Doomworld than I am! Have you been part of other Doom communities or is this your first time entering this world?*

Bridge: This is actually the first time I've taken part in the wider Doom community. My prior forays into mapping were always just done by myself and I think that's a part of why I would lose interest, I wasn't getting any feedback/engagement. That being said, learning intrinsic motivation is a good thing so I think that's why I have a strong internal drive when it comes to mapping. I've also started to create my own community through twitch and discord which has been super fun. I think having all these likeminded lovely doomers around will keep me involved for a very long time.



Well, thanks for reading! The interview is done and I want to especially thank Bridgeburner56 for his great contribution to the mapping community, the Doom family and the Doom Master Wadazine. A great guy that has earned a worthy reputation!

I now, proudly give Bridgeburner56 the third (Actual first illustrated) Master Recommendation seal of approval! A medal to the great effort! Congrats!

- Created by *elend*.





More to check out!

Newstuff on Doomworld:

All Doom WADs released on Doomworld since August 3. Here lie some hidden gems, and some not so gem-ish.

1. [The Fallen: Dark Ascension: Remastered](#)
2. [E1M3: Nukage sift](#)
3. [\[Boom\] Grungy Grotto](#)
4. [KUIPER - PrBooM+ Limit-Removing Wad](#) (teaser)
5. [GLOOM - Nukage Incarnate](#)
6. [MOJIUS - Maps and Midis. Vanilla, first release.](#)
7. [Clippy's new Doom 2 map : "Fortress of Secrecy" ! --- 100 secrets!](#)
8. [The Abandoned Maps - Episode 1 \[GZDOOM\]](#)
9. [\[PrBoom+\] facility boom.wad - Hellish Facility](#)
10. [Mines: Remastered is finished!](#)
11. [Entryway Recreation UPDATED](#)
12. [Lost Mars Facility](#)
13. [An abandoned project - DIMENSIONS.wad](#)
14. [Doom 2 - Map 03 The Gantlet Recreation](#)
15. ["Tomb of the Mutilated" DEMO](#)
16. [My second WAD - Your Way Out](#)
17. [Sick .Wad \(full versión\)](#)
18. [Burning Hell - Test your skill :D](#)
19. [A STYGIAN ANGUISH - Doom 2 single WAD *UPDATED 1.1*](#)
20. [Random Doom - Another Doomworld project after NegativeONE.](#) Derp
21. [Pezls wad --> Last Run <-- \[not serious\]](#)
22. [Shooting.wad \(full version\)](#)
23. [Hyperload - a single map](#)
24. [Pezls map ----> Dungeons <---- \[Any Tester?\]](#)
25. [GOTTAGOFAST \[WIP\]](#)
26. [Heelbain, Atmospheric UDMF project :o](#)
27. [Dimensional Weirdness | My non-terry SIGTAGNY.wad version](#)
28. [\[WIP\] Sonic World Doom - Beta 1](#)
29. [The Trickiest Traps" A community project](#)
30. [Can you pass my wad?\(it's hard\) Eh...](#)
31. [\[WIP\] Ramm.wad](#)
32. [\[WIP\] Emblem - A Doom 1 Episode Replacement](#)
33. [More Tricks and Traps Than You Require](#)
34. [Fort of the three lords \(my first map\)](#)
35. [all4one - map01 replacement](#)
36. [Gateway to Shangri-La - The map to destroy your bitrate](#)

But wait!

Don't you need a guide for this ocean of new stuff?

Introducing:

TheNoob_Gamer and his */newstuff* style descriptions for you to better understand what's new on Doomworld! With some of InDOOMnesia comments here and there!

Some are new, some may be even a little older, yet here's your guide, go deep, doomer!

Some footnotes:

-Obligatory "I suck at English and grammar error" comment. Please don't feel intimidated by the wall of text, if you are planning to iron out grammar mistakes.

-I've written stuff for a bunch of time, although this is the first time I've taken it semi-seriously. As such, some descriptions might be a little bit out-of-place at times, or are just too long.

-I'm a fairly passive-aggressive individual, so if you spot some rather inappropriate comments, please point them out to me, I've tried to tone down my mood. Some mods will also be left blank because of this reason. I don't want to insult their creators.

-I might have given some mods here too much credit. Then again, barely anyone actually gives a shit to new stuff anyway, but again please don't shy to mention.

[MAP TESTERS NEEDED FOR MEGAWAD](#) - Part-indie game developer Elio AF is looking for playtesters for his speed-megawad, traditionally divided into 3 episodes, albeit reversed - hell, earth and finally techbase. The gameplay in the current maps available to the public has been enjoyable so far, so if you have some free time on your hand, go check out the wad!

[\[Boom\] Grungy Grotto](#) - Born from a currently in-progress community project, Parallel Doomensions, Egg Boy brings you his latest creation. Expect Quake-like aesthetics, fast-paced gameplay and short progression that is sure to brighten up your coffee break! Gameplay mod compatibility not included.

[KUIPER](#) (teaser) - Prolific mapper Argent Agent returns with his latest (WIP) limit-removing 11(12?)-level WAD. If you are the kind of player that is craving for more co-op WADs, like beautiful and challenging maps, and have a fascination with Dehacked and

custom enemies, keep an eye on this project!

[E1M3: Nukage sift](#) - A single-level replacing E1M3 by newcomer revlis, featuring classic, Doom 1-styled gameplay.

[Lost Mars Facility](#) - A small, gameplay-focused Doom 2 map by newcomer Weisser. Contains some neat action and detailing. ZDoom-based ports required.

[DIMENSIONS](#) - Not to be confused with the notorious slaughterwad of the same name. Rather, this is a 4(+1)-map moody partial-conversion with lots of intricate DECORATE and ACS modding, with constant rustic and scifi-Lovecraft elements.

[Entryway](#) and [Gauntlet](#) Recreation - It's not often that we see classic IWAD maps being remade by community members. Generic Doomer recently took MAP01 a spin, and the result, made for ZDoom-based ports, is surprisingly decent, with everything you'd expect from a post-demon invasion base, with broken walls, messy architect, and

demonic forces messing around. Oh, there's also his take on Map03.

[Mines: Remastered](#) - Senior mapper Gunrock (you might have heard the name from Dark7) is going on a trip to remaster his levels, starting with Mines - a DM-focused map that implements slopes, 3d floors, cool lighting stuff, enhancing the cold, gritty tone of the map.

[The Fallen: Dark Ascension: Remastered](#) - Gunrock's next step on remastering things, this time his own twist on Doom 1's E3 and E4. Worth a play if you are looking to evoke your nostalgia of playing Doom for the first time again, with various scripted events, slopes, custom enemies making your experience even more fresh!

[Hellish Facility](#) - A rather simple 6-level Boom miniwad by s10055072, featuring more advanced level designing compared to their previous creation and sprawling gameplay.

[Fortress of Secrecy](#) - Explorative? Lazy as well? Like Doom? Like secrets? Then Fortress of Secrecy is for you! Try to find all 100 secrets as you find yourself getting through a tricky hellish techbase, filled with Doomcute details and neat surprises, like an ammo party table!

[GLOOM](#) - It's not often that a newblood pops up in the community with a GZDoom map. King S P O O N brings us to a toxic-themed map, with a slice of Roman and industrial tech architecture thrown in here and there. With jumping, crouching, freelook required, and the difficulty again falling somewhere in-between Doom 2 and Plutonia, you will have an enjoyable time playing the map.

[Burning Hell](#) - Your typical hellish, TAS-focused, long, beautiful slaughtermap. As always, head to UV if you are a casual scrub looking to waste your sanity, or if you are just really good. Otherwise, play on either HMP or ITYTD for best experience. (by GhostPlayer)

[Shooting.wad](#) - A little GZDoom slaughtermap featuring Satania from Gabriel Dropout. Just kill them all. (by Renito Flaco)

[Gottagofast](#) - Doomguy goes to store. Store filled with demons. Doomguy gets pissed. Doomguy embarks on a new adventure. 20-map vanilla megawad. Fast-paced, linear gameplay. By newcomer E.M.

[Last run](#) - Perhaps this is what happens when a museum of demons has them suddenly alive and threatening... With some hazards here and there.

[Hyperload](#) - Following the footsteps of veteran mapper Ribbiks, el_inf decided to bring us his latest creation, a single-level, medium playtime Boom WAD. Blaze through the occult-themed techbase and stop the invasion once and for all! HNTR/HMP recommended for initial playthrough.

[Your Way Out](#) - An Ultimate Doom E2M2 replacement by Pechudin, featuring nice looking caverns, overgrown techbase and generally solid gameplay. Boom-compatible ports required.

[Pinky maze](#) - A cramped underground vanilla map with limited ammunition. High demon taming skills required. By donevan427.

[A STYGIAN ANGUISH](#) - Single ZDoom level (replaces map02) by newcomer LVENdead, utilizing the texture pack OTEX to create a rather lively, albeit infested techbase. Also with neat mapping tricks!

[More Tricks and Traps Than You Require](#) - A successor MAP08 replacement to the original Trick and Traps by Stabbey, featuring a giant castle filled with nasty traps and challenging Plutonia-1 like gameplay.

[Emblem](#) - A WIP Vanilla Doom E1 replacement. Your goal is to retrieve the lost titular Emblem artifact in one piece. Blaze through short and fun maps taking

pages from the classic E1 and Doom the way id did! At the moment, only 1 level is playable.

[Can you pass my wad \(it's hard\)](#) - *I probably will start throwing bullshit to this rather poorly designed slaughterwad with questionable gameplay, so it's up to you and the editors to leave this blank or throw in some positive, light-hearted comments.*
taufan99's comment: A simplistic slaughtermap that exhibits as a training ground.

[Ramm.wad](#) (WIP) - Alaux wanted to have fun making levels and released his own little project, aiming to be a 32-level Scythe-inspired megawad with some Dehacked trickery here and there. The playable map01 at the moment features a cute UAC facility built deep into the mountains. And a backyard. And lots of action.

[Sonic World Doom](#) - Ever wonder what a classic 2D game will look like in Doom? Super Mayhem 17 tried that once and succeeded. Now, Totaya decided to take his own twist on the idea, with Sonic and on GZDoom. Some elements are completely

revamped - ring-based health, springs and all that jazz. Overall, this is no mere reskinning and definitely worth a look.
taufan99's comment: Sonic Robo Blast 2 gets backported (?) to GZDoom... and some original DOOM content restored. Pretty much worth playing for Sonic fans who have especially played SRB2 and wanted to have a blast once again with DOOM sensibility. Development is currently in Beta 1.

[Doom Angels](#) - Doomguy somehow pissed off God and the whole Heaven is plotting its revenge, with cute chibi GIF angels that actually fly. Seems like the Maykr fallen angels of DOOM Eternal have a Classic Doom challenger here. Infinite height must be disabled, freelook enabled and autoaim disabled. By RomDump.

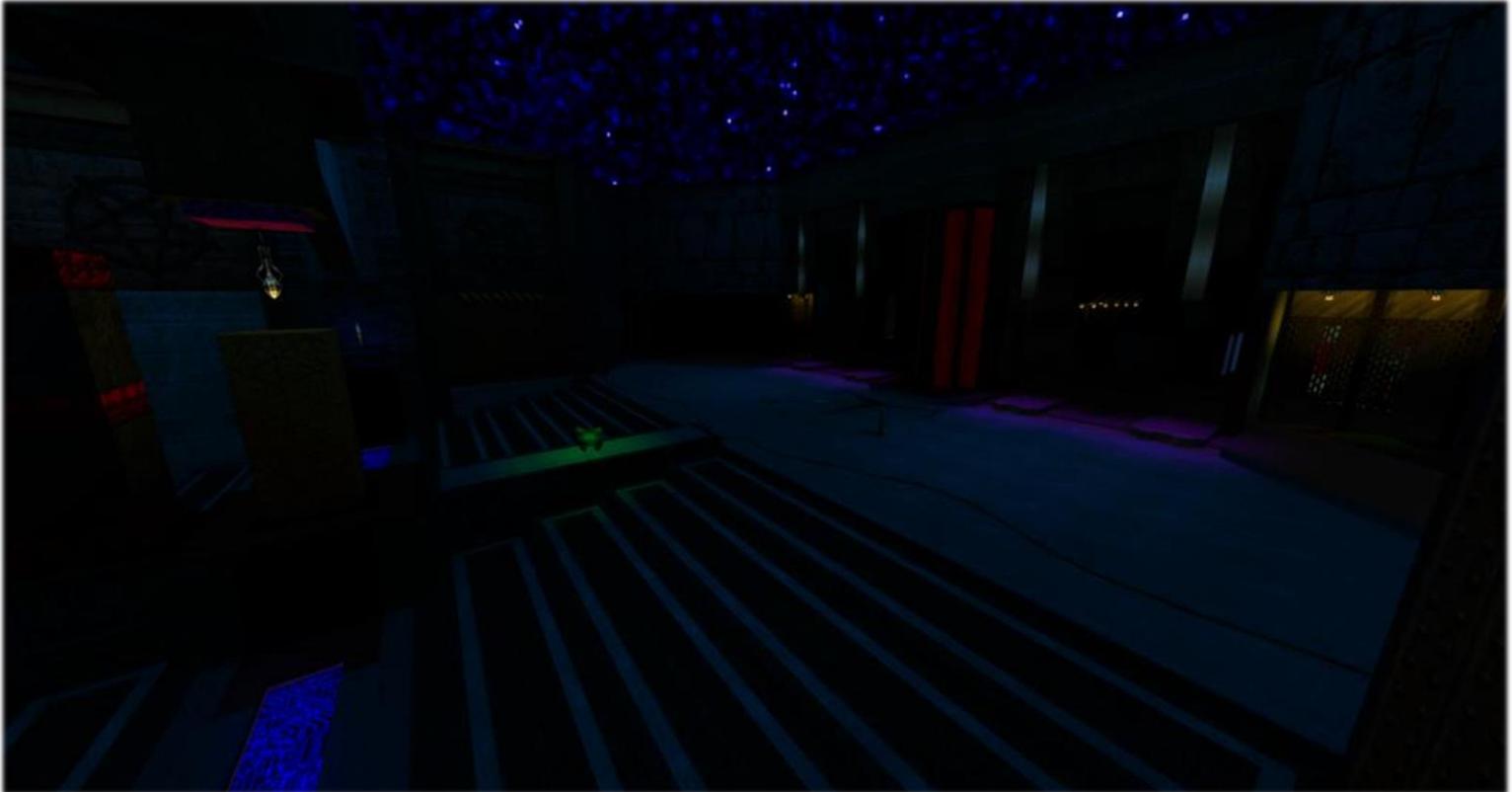
[Heelbain](#) (WIP/Teaser) - You traveled to Nevada with your friends. Your crew got attacked. You survived. You embark on a lonely, dreadful revenge. Currently, only 1 preview map is available for GZDoom. Expect immersion, environmental storytelling with slices of classic gameplay sprinkled in. By Obaque and co.

- TheNoob_Gamer

PICTURES GALLERY!

Feast thy eyes with thou [Doom Pictures Thread 2020](#),
All the coolest pictures since August 1!

- wolfmcbeard



- <<Rewind



- NaturalTvventy



- el_inf



- Danlex (Holy hell look at that.)



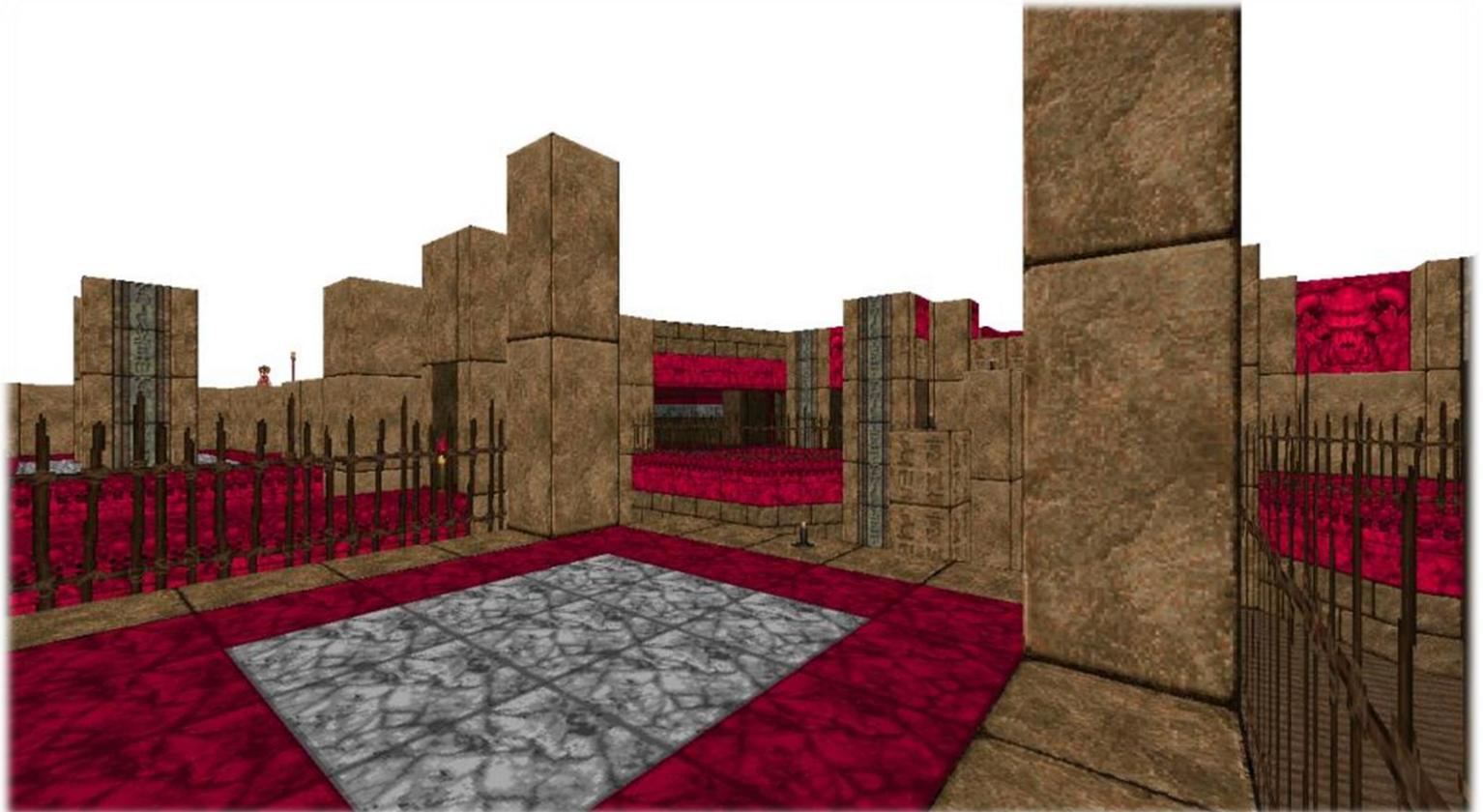
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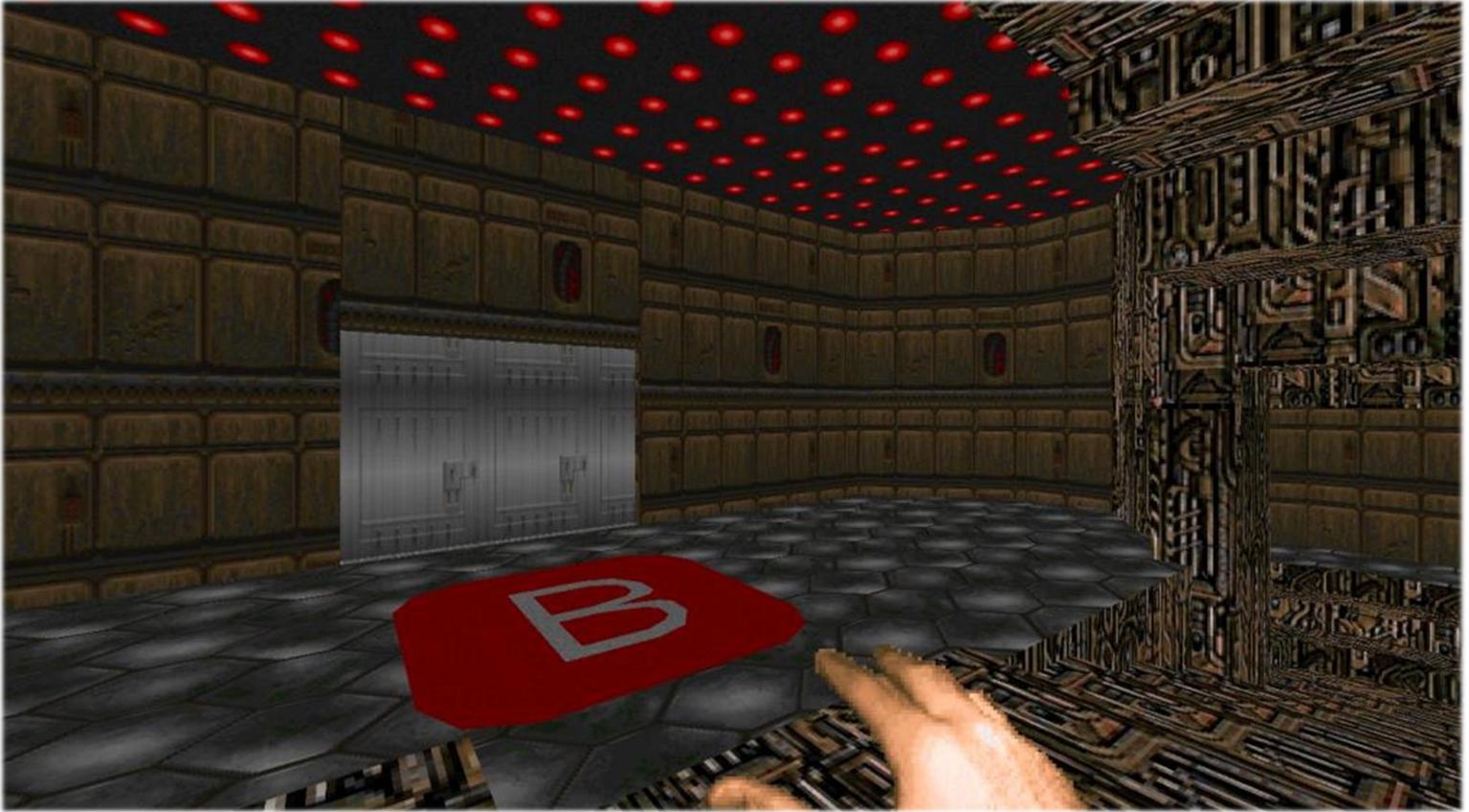
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- AD_79



- Marcaek



- Doom_Dude





- _Mud



- Chainie



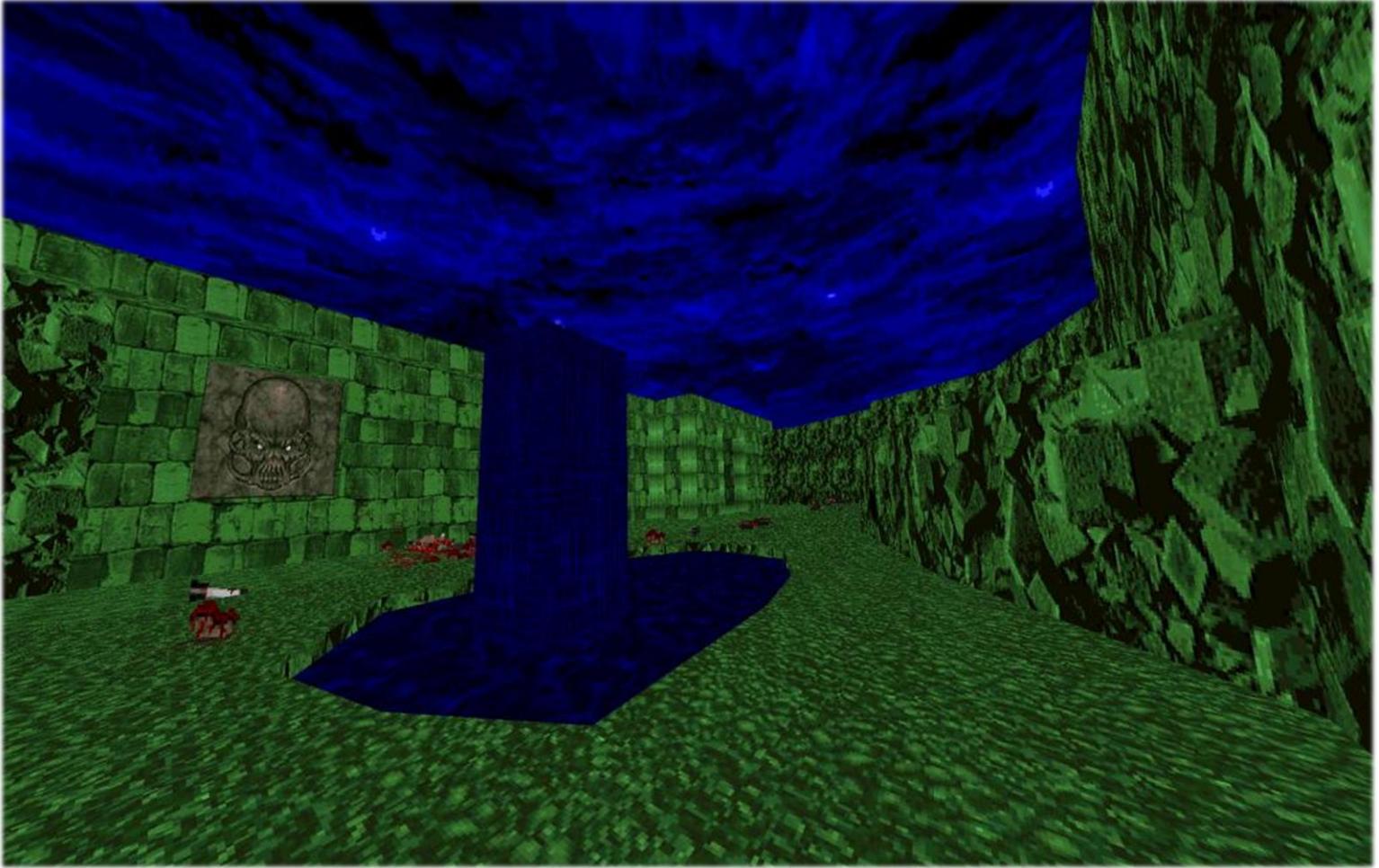
- NaturalTvventy



- reflex17



- Endless



- NIGHTMARE



- NIGHTMARE



- LedIris



50	111%	2 3 4		5%	BULL 50 / 200
AMMO	HEALTH	5 6 7		ARMOR	SHEL 0 / 50
					ROKT 0 / 50
					CELL 0 / 300

- LedIris



50 AMMO	111% HEALTH	2 3 4 5 6 7 ARMS		5% ARMOR	BULL 50 / 200 SHEL 0 / 50 ROCKT 0 / 50 CELL 0 / 300
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- Aurelius

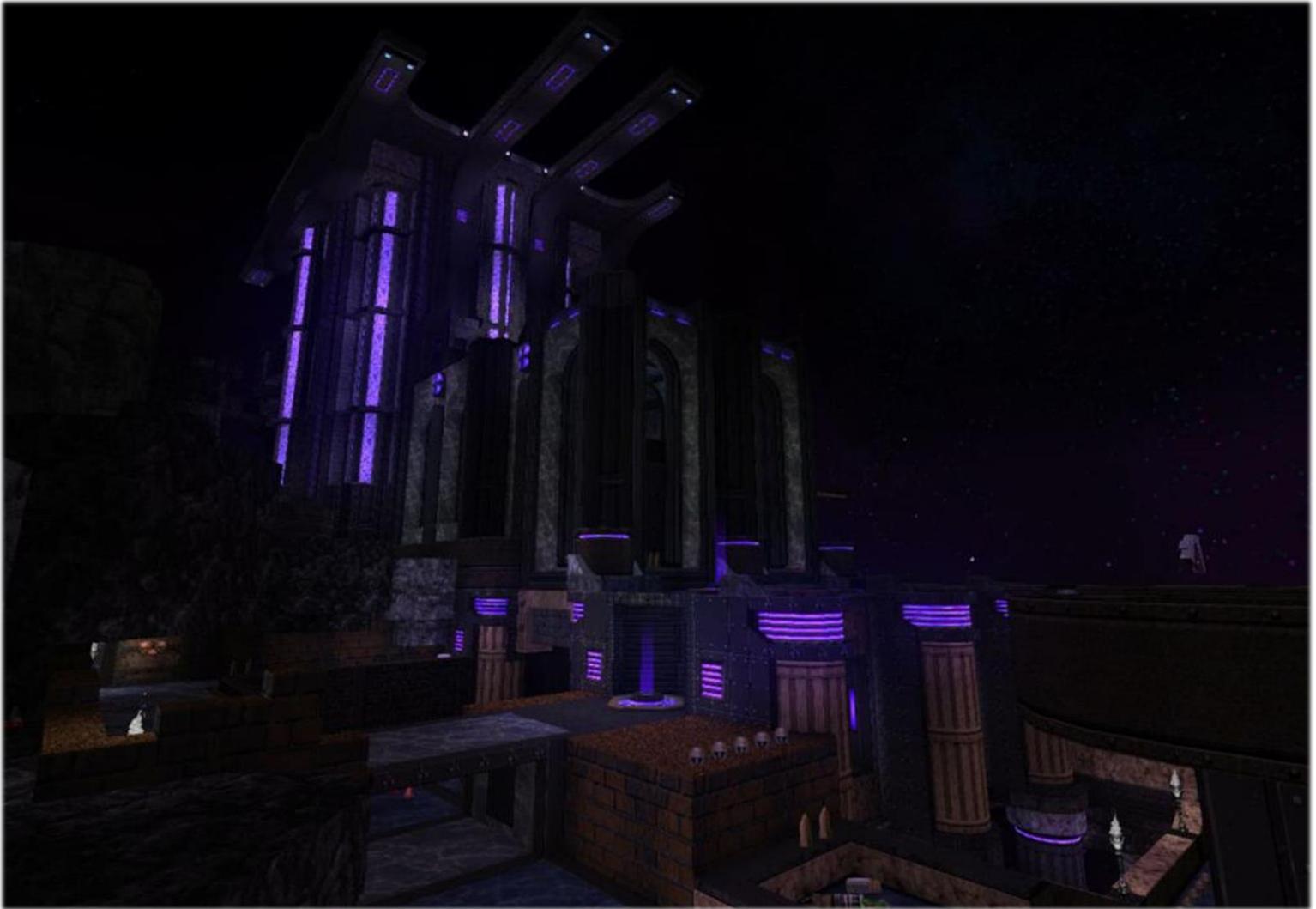


- BluePineapple72



- LedIris





- <<Rewind



- Grungus414



- OrbitalSpaceGarbage



- Horus



- Ludicrous_peridot



- ludiscrous_peridot



- Misty, [gif link](#).



Special thanks to:

Everyone that has been keeping up with the Wadazine and contributing in one way or another! I really appreciate your support guys.

UndeadRyker, for the constant, amazing support and contribution to this issue!

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Captain_Caleb, our first editor! Making sure the words look shiny.

Ant1, bring in his own personal experience article on Doom!

Doomkid, for his hosting services and great support!

Chris Hansen, for giving the DMW a lovely home!

Bridgeburner56, for the great opportunity!

elend, for the amazing work with the seal!

And to you, dear **Doomer**,
For reading this issue and keeping Doom alive!
Thanks!