

# DOOM

So much hype, so much panic. I was almost sick of this program before it appeared. The tenth of December will go down as *Doomsday*. This was the day it was to be uploaded. People in the Action/Arcade forum of Compuserve lost all semblance of patience or manners. A message timed 05:23 am Eastern Standard Time read:

*Well ... it's now 12/10 (e.s.t.), and no Doom! What's going on here anyway !!!!*

*I demand DOOM be released immediately!!!!*

*Then all hell broke loose:*

*Well now it is 7:25 am est and still no Doom. What's going on?*

*It's now 8:26 and still... no Doom :(*

*8:47am eastern... NO DOOM...:-0*

*I came to work early for nothing!*

*IT'S 9:00am!!! WHERE IS IT??!!!!!!*

*9:40 Dallas Time - Where's DOOM!!!!!!*

*Will somebody PLEASE shoot me and put me out of my misery????*

*I WANT DOOM! AND I WANT IT NOW!*

What had happened was that these whingers had filled up Compuserve's disk and ID couldn't upload. The more they clogged up the system with demands for Doom, the more they delayed its arrival. A lesson here perhaps? ID then posted a plaintive message:

*I cannot upload the rest of the DOOM files ((2/3 & 3/3) to the action section. The system returns a FILE SECTION FULL when I attempt to upload it.*

*HELP!*

*Jay, id Software*

*SYSOP ONLY: PAGE ME I WILL STAY ONLINE*



(Above) Your friendly rocket-launcher.  
(Below) Character interaction.



ELL, it arrived in the end. Is it as good as we all hoped? Oh yes. Let's get the plot out of the way first. You play a space marine who has been posted to Mars after disciplinary problems (they had to bury your superior officer). Mars' moon, Phobos, is being used for experimental 'gateways' for inter-dimensional travel. These have become

dangerously unstable and a garbled message from Phobos says that 'something evil' is coming out of them.

You're part of the crack team sent to deal with this crisis. But as you wait outside (playing pocket billiards) all your comrades die hideous deaths. This leaves you in that ID cliché, alone but for your trusty pistol. You have to go inside, find some proper weapons, kill everything and get the hell out.

## DOOM SPECIAL

(Opposite) Moody lighting and blood on the carpet. (Right top) Full auto-mapping. (Right center) Splatter city. (Right bottom) Tackling imps and the undead. Doom is state-of-the-art graphics and carnage.



It's not an adventure game, iD cheerfully admit, but an 'action orientated slugathon'. There is no limit of lives but as you always restart with a feeble pistol, it's best to save often. Especially as all the monsters come back to live as well.

The weapons you'll find are shotguns, good for close range mayhem, chainguns to deal with those annoying platoons and rocket launchers. There is also a chainsaw which is useful for those close encounters. The registered version also has a plasma rifle and the awesome BFG 9000 which can clear whole rooms at a time.

There are all sorts of things to collect including keycards, ammunition, four types of health booster, three types of armour, devices for invisibility, immortality and night vision. Computer maps will show the whole level and radiation suits will give you limited protection in the pools of radioactive waste. There are a few puzzles, generally concerned with switches or getting your timing right, but really *Doom* doesn't require a keen analytical brain.

Other objects dotted around the place include petrol drums which you can blow up with a couple of chosen shots. Few things are more satisfying than the squelch and the jam sandwich effect when you explode one in the middle of your attackers.

It is a very violent game, more so than *Wolfenstein* and on a par with *Blake Stone*. The monsters include zombies, brown imps, pink demons, transparent spectres, flying skulls, one-eyed heads and Barons of Hell.

The graphics are some of the best, if not *the* best, ever seen on a PC. The smoothness of the near-full screen scrolling makes most commercial action games look simply pathetic. The texture mapping of *Wolfenstein* is now seamless over the floors and ceilings. The walls can be

any shape and the floors and ceilings any height. This means poles, diases, stairs, altars and a huge variety of rooms. Light diminishing adds to the realism and explosions light up the surroundings. The result is absolutely superb and atmospheric; this game can be genuinely frightening. iD has always been at the forefront of graphics programming and *Doom* is likely to keep them ahead for some time to come.

The sound is excellent too; the monsters growl as they attack and shriek gruesomely as they die. There is no music, which makes the atmosphere even more tense.

For real panic, there is a multiple player option. This allows up to four players over an IPX standard network. The game can either be Co-operative – with all players together against the foe – or Deathmatch. The latter is the most popular in our office. As well as dealing with the monsters you have to kill the other marines. These come in different colours and stay where they are when dead. It's not unusual to blunder across a dozen different corpses of the same player.

The shareware mission is 'Knee Deep In The Dead' and registration brings the next two, 'The Shores Of Hell' and 'Inferno'. Each has at least eight levels. iD has exceeded all expectations with *Doom*, it won't be equalled, let alone surpassed, for a long time.

**Shareware by:** iD

**Registration:** £34.95 from Accane (0695 51999), £37.95 from Transend (0274 622228) and £39.95 from PSP (0223 208288)

**Needs:** 386 or better, 4Mb RAM, VGA  
**Supports:** Sound Blaster, IPX protocol (for networks)

