

■ **PC**

■ **Shoot-'em-up** ■ **Virgin**

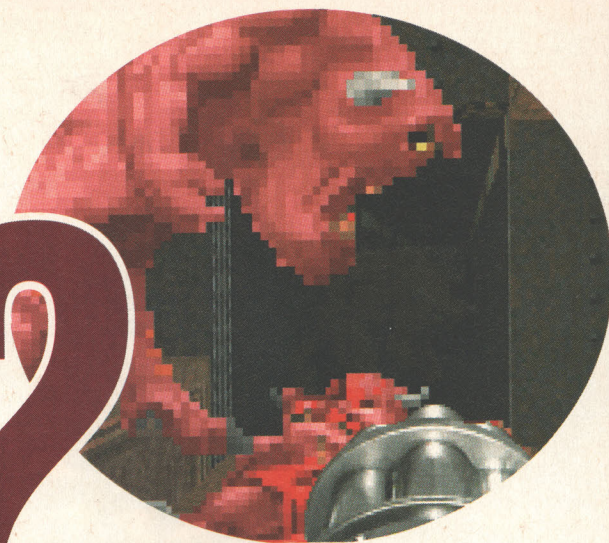
■ **£39.99** ■ **OUT NOW**

■ **No other versions available**

■ **No other versions planned**

Hell on Earth? Well let's hope so because an innumerable number of Doom junkies are waiting for their next fix, and if this is no good there will be Hell to pay...

doom 2



The sequel every PC owner has been waiting for is here. So, have we been given something radically different, or has programming team id Software taken the safe approach? Well, a quick glance at these screenshots should tell you it's very similar to the first. Again you move around in a real-time play area where the immediate objective is to find the exit, survive, slaughter hell-spawned demons and maybe collect a few bonuses. The more demanding player however, will choose to hunt out hidden doors and try to eliminate everything on the level. Subsequently, the appeal of Doom 2: Hell on Earth (to give it its full title), as before, is that there is always so much to explore and see and of course, lots of sadistic violence.

For this sequel the action is played across three stages, each with typically themed nasties: The City, The Space Station and Hell present increasingly complex maze structures to negotiate. It also ups your arsenal, with a new weapon – the double barrelled shotgun. It's more powerful than the original, which you can also select, but goes through ammunition at a rate of knots. A few new creatures have also been added, which are typically nasty and, generally, the game makes its predecessor look like a picnic. Doom 2 is certainly one of the most exciting 3D games available, and has a special atmosphere all of its own. But if you bought the full-price version of the first game, you might want to think twice before donning the knuckle dusters a second time.



▲ As before, the sound of your gunfire will attract more monsters towards you.

▲ This new baddie kills everything, including other monsters. Kill him and you can steal his chain-gun.



▲ New to Doom 2 are trap doors, which aren't visible until you fall through them.



▲ This monster reappears elsewhere when shot. He also brings dead monsters back to life.

▲ It's not always obvious which platforms can be raised and lowered. If you're stuck in the acid hit the nearest rock, it usually reveals a door or lift.



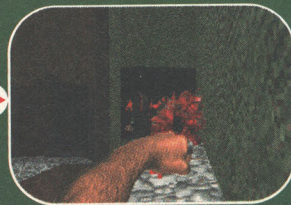
▲ As if there wasn't enough gore already, Doom 2 also has many corpses hanging around.

KILL OR BE KILLED

In case you've missed Doom before here's the complete line-up of weapons available for collection. Naturally bigger is better.



This weapon is only effective at close-range, and it takes quite a while to finish off monsters.



Out of ammo? Then use your fists, which are fortunately adorned with lethal-spiked knuckle dusters.



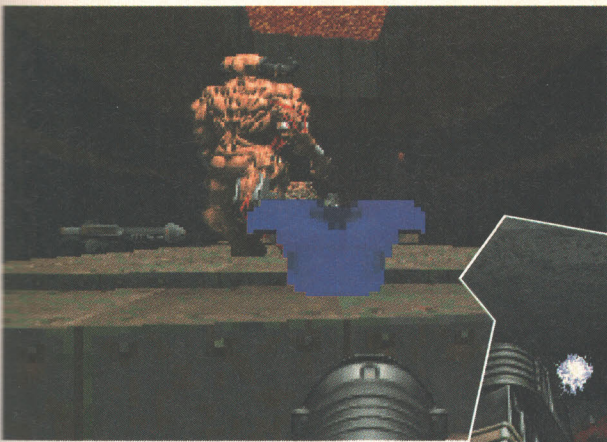
This is your default weapon, but it's not that powerful so only use it as a last resort when there's nothing else.



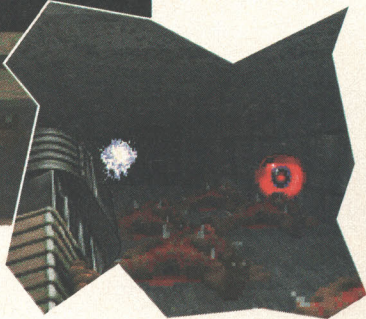
Make no mistake, the shotgun is one of the smartest weapons in the game, takes a second to reload though.



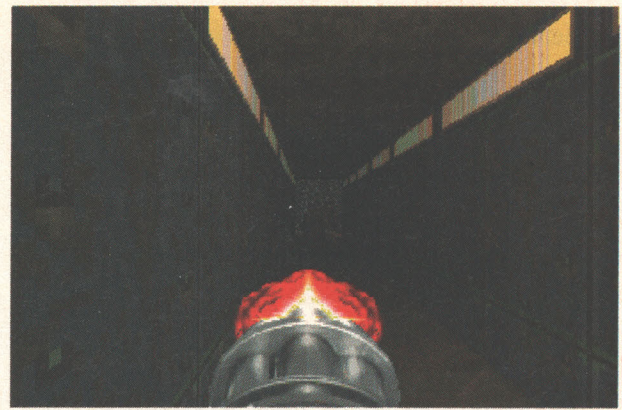
With twin barrels the shotgun can kill double the monsters but it uses double the ammo of its single barrel cousin.



▲ The graphical detail on this foe is particularly impressive, but as the collectable blue armour suggests, he's very difficult to beat.



◀ Collect the sphere to enhance your abilities. Learn what the various colours signify.



▲ Doom 2 has a lot more of these narrow corridors. If you need to pass through, make sure there's nothing hiding inside.

GUNS DON'T KILL - BULLETS DO

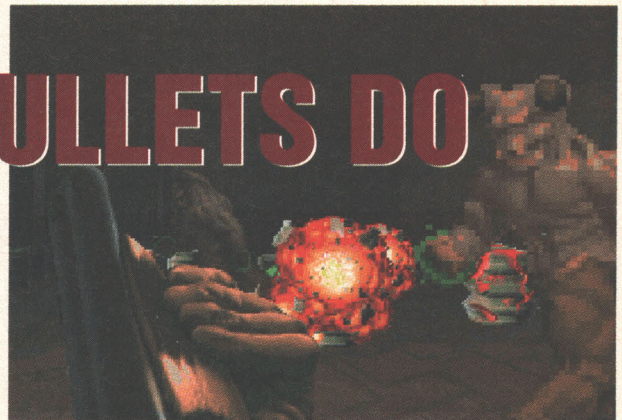


▲ If you're in a room with barrels, be careful where you fire as they'll all explode in a chain reaction.

SECOND OPINION

This is one of those games upon which it's difficult to make an opinion; should it be criticised for being little different to its daddy or praised for being just that? I think the answer lies somewhere in-between, after all Doom is the original first-person perspective blaster and arguably the greatest PC game ever, but it is disappointing to get only one new weapon and a few new baddies and backgrounds. If you've not got the original then this is an essential buy, otherwise strictly for Doom junkies only.

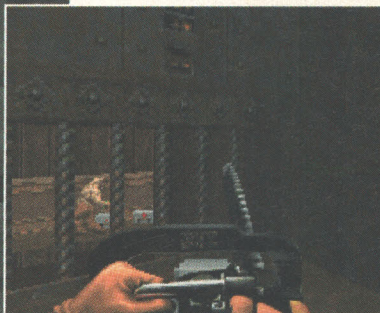
RIK SKEWS



▲ You may recall these creatures from the end of the original Doom game. Expect to meet them often in Doom 2 and watch out for their fireballs.



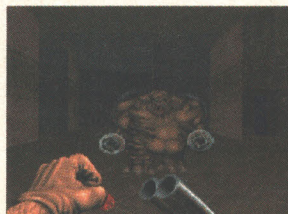
▲ One new weapon is all you get in Doom 2, but it comes with a lot more blood.



▲ You'll find a lot more variety in door design for Doom 2. You can identify them by bright markings rather than fumbling around walls hoping something's there.



▲ Stand under a door and you can shoot both ways.



▲ This chap is dangerous, try to blast him in the back.

VERDICT

PC

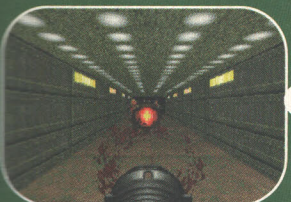
Doom 2 is more a case of Doom 1.5. Doom 2 is still the best game of its kind but it's definitely more of the same. There should have been completely new weapons rather than just adding an extra barrel to the shotgun. To be fair there are plenty of new baddies, but there's a lot more that could have been done here; why not two weapons at once - one in each hand? Anyway, I'll get off my soap box and say that if you like gore, you can't get much better than Doom 2.

DENIZ AHMET

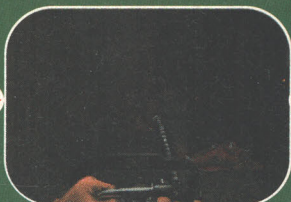
■ GRAPHICS	92
■ SOUND	88
■ PLAYABILITY	90
■ VALUE	80

OVERALL ■

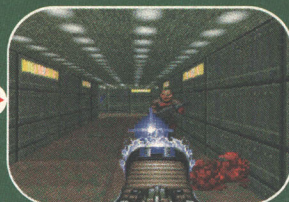
88



If you want to kill monsters in a real gory way, use the rockets for a quick death. Don't get caught in the explosion though.



The chaingun goes through ammo faster than any other weapon. It's brill for strafing a room full of monsters!



This is the fastest weapon of the bunch. It does a lot of damage, but doesn't feel as good as the shotgun to use.



Without a doubt the most awesome weapon of all. It's slow, but takes out an entire room in one shot.