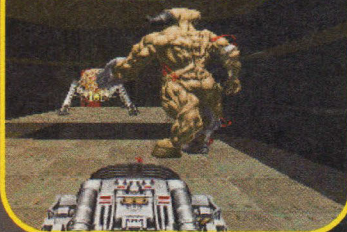


Ahem, you're in my way.



I'm asking you nicely.



Don't look at me like that hooffeet.



Alright, you asked for it.



DOOM III

THE SATANIC VERSES



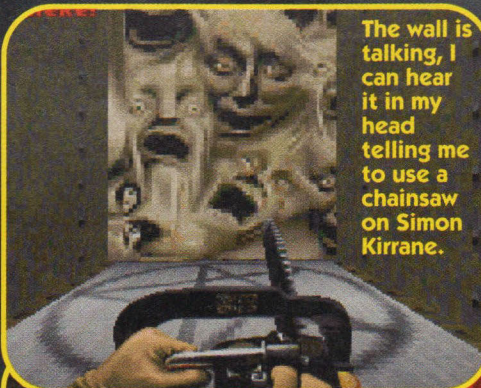
Make no mistake, *Doom 2* will upset the bible bashing god squad. Check out these nasty things that will have the programmers running for cover faster than Salman Rushdie.

- A simple crucifixion made all the more gruesome by a splattering of blood where the head should be.

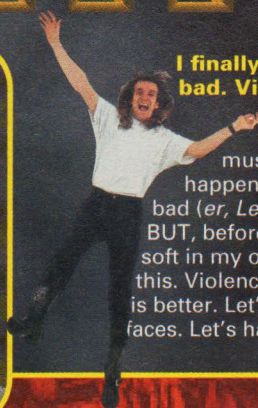
- Various pentacles appearing on doors and switches.

- The removal of the top of people's heads using a 12 gauge double barrelled super shotgun (I kid you not.)

- The ad campaign. Virgin promise us that it'll be worth waiting for.



The wall is talking, I can hear it in my head telling me to use a chainsaw on Simon Kirrane.



I finally agree that violence is bad. Violence in games is even worse. It should all be stopped. It mustn't be allowed to happen anymore. Violence is bad (er, *Les are you okay?* - Tim). BUT, before you all think I'm going soft in my old age let me just say this. Violence is bad, more violence is better. Let's have chainsaws in faces. Let's have tortured people



Hang on, I was wrong. It was Tim telling me to do that. Do I take this geezer on with my bare hands or use that gun?

FOR - PC

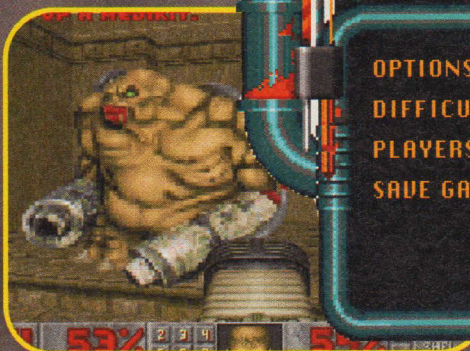
FROM - id/VIRGIN

TEL - 081 960 2255

AVAILABLE - OUT NOW

PRICE - £50

STOP ■



OPTIONS - LOADS

DIFFICULTY - 5 SETTINGS

PLAYERS - ONE

SAVE GAME - YES

END ■



This *Doom* thing is rapidly becoming THE game of the nineties. I love all the grotesque first person super-violence as much as the next man, but *Doom 2* has two disappointments for me. 1) It's a lot more expensive than the original (in fact, about £45 more expensive, which is a hell of a mark-up by anyone's standards). 2) It's pretty similar. Point two is also a good thing, considering how great *Doom* is. **TIM TUCKER**

hanging from the walls, their faces bloody pulps of what they used to be. Let's have scary monsters rampaging through city streets looking for fresh meat.

THINK ONCE, THINK TWICE...

When *Doom 2* was announced everyone knew that the makers were going to go over the top on the gore and guts. Well, they have, and they've done it in style. Luckily though they have added a lot of enhancements over the original. A strong puzzle element sees you exploring levels thoroughly looking for keys and switches that will let you go further. The programmers have been cunning enough not to let this detract from the mindless shotgun in-your-face violence that made *Doom* great.

The graphics look pretty much the same as the first game, until you reach the city levels where they are like nothing you've ever seen. The backdrops are incredible, from the eerie clouds to the city skyline. It brought oohs from all of us. Of course the meat of *Doom* was the running around killing everything and in this respect the programmers have delivered big time. There are new weapons including the awesome super shotgun and the BFG (which stands for Big F... er maybe I won't say). Of course *Doom* wouldn't be *Doom* without some evil looking



monsters to whack out. *Doom 2* is heaving with these creatures and some of the artificial intelligence has been tweaked to make them that little bit smarter.

...THINK CHAINSAWS

Atmosphere is what *Doom 2* is all about. I can quite safely say that this is the first game that has literally made me jump out of my skin (it's in a pile around the bones of my feet now). Walk down an alleyway only to hear some weird alien scream coming from behind you. You turn to see what's there and see a shape moving round the corner. You go after it only to get attacked from behind by some floating demons head from hell. Total atmosphere. The sound effects are incredible, they totally immerse you into the whole *Doom* thang.

It's easily the most addictive thing I've ever played and when you play it via a network, so that two or more people can slug it out, it becomes a way of life. A new fangled interactive entertainment experience. Look, *Doom 2* is a buuurilliant, gory, gruesome alien-blasting, scum-sucking, spare-time consuming, demon of a game. Get it now.

LES ELLIS



GRAPHICS

Looks similar to the first game on the early levels but later on it's in a class of its own.

84

SOUNDS

The effects add unbelievable atmosphere to an already fabulous game.

97

GAMEPLAY

Can't be faulted here either. It appeals to that nasty side of you that no one sees.

97

LIFESPAN

Huge levels, loads of them, secret stuff to find plus you've got all those WADs.

99

OVERALL

Buy *Doom 2* and immerse yourself in a world where your fantasies become real. It's just like being there. Incredible graphics and mind blowing sound effects make this the complete gaming experience. Buy it. **LES ELLIS**

96

JUDGEMENT

81