



I think all these late nights are getting to the security guard in our office – he never used to carry one of these things with him at all times.



PC owners must be wetting themselves laughing at SNES owners by now. Not because they've got these flash, high-powered machines (did I mention ridiculously expensive?) but because they haven't got to contend with reams of codes of programming conduct. And what's more, there's none of this "let's not put any blood in" or "don't make it violent" for them, because most PC owners are old enough to look after themselves – they know the difference between reality and a video game, therefore they get the juicy stuff.

Enter *Doom*, juicy game extraordinaire. It's got the lot – blood, guts, wanton violence, maiming, scary bits and that's just the title screen.

What we are talking about here, folks, is a violent work of art. The storyline, as if you really needed to know, is that the human race have been tinkering around with time travel and you've been zapped into this hellish dimension. To get out, you have to kill and destroy everything.



"It's those GamesMaster people in there," he says apprehensively. "And they've just had pizza. I'm not going in there with that lot."

KILL 'EM ALL

Doom is the follow-up to *Wolfenstein* (featuring the same viewpoint), but everything has been souped up. The graphics move much faster and the texture-mapped walls look just amazing (especially when contorted faces appear in them – well spooky). And if that isn't enough for you, the amount of blood and gore which splatters around the place when you introduce the humans and the not-quite-so-human creatures to the various weapons that you are able to carry round with you is disturbingly gruesome.

Unlike some games, though, if you take the blood away from *Doom*, there is still sufficient playability in



He's only taking precautions after his night in a hotel with a haunted elevator. The story was about three hours long but I think I got the gist.

there to make it worthwhile. There's heaps of exploring to do around the various locations to find the items you need in order to carry on with your missions. The addition of the exploding monsters adds a certain flair to it.

As with all great horror/thriller classics of our time, the soundtrack adds a dark and moody atmosphere to the game.

With the right sound set-up the effect is quite eerie. You hear the creatures as they creep up on you from all sides – you can even tell where and how close they are, by stopping for a second and listening.



TIM TUCKER ■

Oh dear, that old PC has gone and done itself proud again, and made everyone wish they had one and everything. Fabulously rendered texture mapping (PC people love words like this) and an atmosphere that must be somewhat akin to Les' bathroom, this is a seriously accomplished game, and jolly good fun to boot. You thought you'd seen the last word in "into the screen shooty explore-em-ups" (*He makes this up as he goes along* – Andy), but *Doom* will change your mind. If it goes on like this we'll all have to get PCs, and before you know it, GamesMaster will be giving you tips on how to get the most out of Windows, and printing complicated batch file procedures in the Consoleation pages. Scary, isn't it?

DOOM



It's the X-rated version of the Mr Men. Here, Mr Death-dealing Mutant Eat Your Face Monster, armed with teeth, takes on Arthur Lowe who has only got a shotgun to defend himself with.

GAMES MASTER TIP

Kill, kill, maim, destroy, shoot and basically be a pain-in-the-ass



to anything that moves.

Hunt around for those more powerful weapons as the handgun you start with is pretty naff.

FOR - PC
FROM - ID SOFTWARE
TEL - 0322 292513
AVAILABLE - NOW
PRICE - SHAREWARE
STOP ■



Look, this is the last time I accept an invite round to Les' place. I was only trying to find the bog. I opened this door by mistake. Agh.



I don't like the look of his patio either. What's that green stuff in his pool? I've gone off the barbecue.

OPTIONS - SOUND & GRAPHICS
 DIFFICULTY - TOUGH
 PLAYERS - ONE
 SAVE GAME - YOU BET
 END ■

DR WHO WITH A 12 GAUGE

Time travel has never been depicted as this violent (it's usually all cute swirly lights and taxing adventures on TV), but, as unethical and immoral as it may seem, *Doom* makes killing large amounts of people and mutant monsters in various grotesque ways rather fun. Even though you don't actually hold them, those weapons sure feel good to use, especially the shotgun. And besides, any game where you can attack killer mutant monsters with chainsaws can hardly be taken seriously, surely? This'll make the "games make kids violent" brigade go up the wall again. They can say whatever they want, but they can't change this... The plain and simple fact is that weird US programmers, ID, have come up with a worthy follow-up with all the enhancements and improvements necessary to make *Doom* a game that everyone will want to own.

I'll bet vital parts of my anatomy that this will be a smash hit number one. The action is fast and blood-thirsty and you will find yourself instantly hooked on the irresistible gameplay.

LES ELLIS ■



I first saw this one round at Ed Ricketts' (PC Format Features Ed and semi-regular GM contributor) 'flat'. It's not like I was there by choice or anything. He summoned me. I owed him some money or something. It was a Saturday. Or was it a Friday? Anyway... Actually, we had a top time.

Watched a few Simpsons videos... that sort of thing. (*Get on with it!* - Alison) Sorry, *Doom* is great. Really creepy and atmospheric. All the time Ed was playing it, I was literally hiding behind his sofa! (*I don't have a sofa.* - Ed) Oh, well... You know what I mean. The first-person perspective is wonderfully convincing, the weapons are top, and the erratic grunting and gurgling of incoming (but hidden) slime-soaked aliens is guaranteed to give you some decidedly damp dreams. Ed's still got one of my videos, actually... I forgot to pick it up as I... (Prolonged, stabbing sound followed by repeated machine-gun fire).

ANDY LOWE ■



GRAPHICS

A little pixelly, but really fast and there is enough gore here to satisfy even the most hardened splatter fiend.

SOUNDS

Moody and atmospheric all round. Eerie creature noises. The whole game just oozes creepiness.

PLAYABILITY

Any game with a chainsaw in it can't be that bad. Instantly playable and loads of fun to boot.

LASTABILITY

Stacks of levels in the final version with loads to explore. An action-packed game.

OVERALL

PC games are fast becoming legends in their own lifetime. This one isn't out "properly" yet and is already notorious. The action is so devastating and engrossing that you become completely absorbed in it. Turn the lights down, crank up your speakers and let this baby roar. A worthy successor to *Wolfenstein*. *Doom* is going to be a classic blast fest very soon.

LES ■



Oh that does it. I can't take any more of this. If this is his idea of decorating his bedroom, then I'm going home. Now, which way is out? Oh my God, I'm going to be stuck in this hell hole forever.

THE LEGION OF DOOM

The availability of *Doom* isn't quite as straightforward as most other games. This version of the game is shareware, which means that you can get it from shareware libraries for the price of a few disks. Then, if you like what you get, you can send some money to the original programmers to get their full version. However, in June, Imagineer are releasing the full version of the game with extra levels and loads of other enhancements. This will be the official UK full price release.

JUDGEMENT