

Out now. Contact Transend (021-625 3366) for information.



Blood-ridden victims litter the floor. Watch out that you don't become part of the garbage too.



Decisions, decisions... now shall I slaughter this guy with my Chain Gun or my Plasma Gun.

**A dark action game filled with tension, gore and the sort of 3D graphics other games only dream of...**

**D**oom, if you want an easy comparison, is a bit like Alien Breed in 3D, but twice as atmospheric and 10 times as violent. Gameplay is simple enough. With a 3D view point, you have to find the hidden exit on each level, dodging fireballs, pools of toxic waste, acid and lava. Along the way, you pick up extra weapons, health packs



and useful gadgets. You also have a map which shows you the places you've visited.

- from 'Please Don't Hurt Me' through to 'Ultra Violence'...

## Do you really want to hurt me?

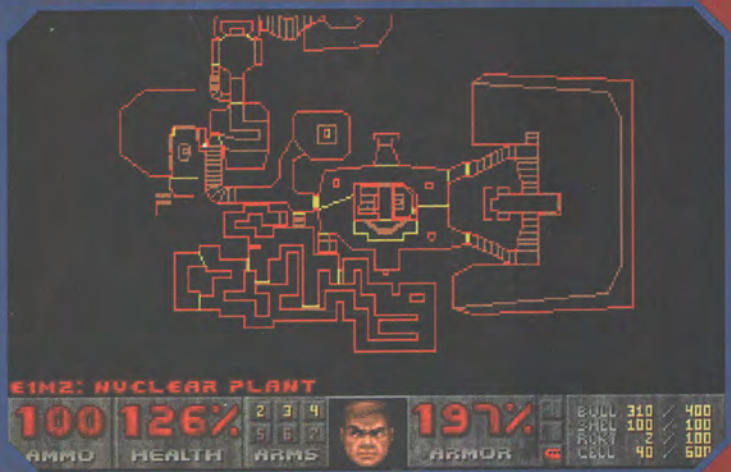
The game is split into three main parts, each with about 15 levels, and there are four levels of difficulty

## Total carnage

That's the big giveaway. On the carnage front alone, Doom is ridiculously gruesome. From blowing chunks out of a soldier's chest with a pump-action shotgun at close range, to chainsawing your initials in

## WHAT HAPPENS WHEN I PRESS THIS?

There's a huge number of hidden traps and secret panels in Doom. They are not just of the 'step on pressure plate to open door a mile away' kind of rubbish either, many are complex sequences of switches and buttons which will activate an entire room of machinery. By using the map and the windows you can see plenty of places that you want to get to, but working out how to do so is half the fun. Here the button in the room opens a panel in the outside wall allowing you out into the courtyard to get the chain gun.



## VERDICT

There have been several recent 3D action games on PC - Terminator Rampage, and the 3D parts of Jurassic Park spring to mind - but none of them are in the same league as Doom. It looks better, sounds better, plays better and is altogether meaner, nastier and harder than all of them put together. Technically and visually it's awesome, you get hours and hours of gameplay for your money - not only that but you can also try it out as shareware for incredible £3.75 first - and the action is incredibly intense.



PAUL RAND

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Plenty of ammo available, now all you need is someone, or something, to inflict it upon.

a minotaur, there's enough blood 'n' guts in Doom to last several lifetimes. Ten minutes into the game, and there are intestines and assorted organs decorating the walls, the ceiling, the floor – everywhere!

But the best thing is that it's not flat, horizontal action either; one minute, you might be running for cover along the side of a ditch, the next minute you'll be racing up winding stairs. As you scroll smoothly round Doom, the level of texture-mapped detail and the sense of scale is just awe inspiring.

### Behind you

More importantly, Doom has bucket loads of the stuff most games lack – atmosphere. Like a good horror movie, you don't know what's going to burst out of the screen next. You can hear footsteps round the corner, or something breathing behind you. Screams and gunshots echo in the distance as you're plunged suddenly into darkness, or you're edging nervously into a barely lit room – the suspense is tremendous. Doom is, quite simply, a genuinely frightening game. ●



I can hear something round the corner. The question is how many of them are there?



Are you ready to meet your Doom? Nice guy that Doom, but his mate's a bit miserable – Gloom.

## VERDICT

True, Doom is a right rivetting game to play. But it goes way over the top on the gratuitous violence and mayhem, doesn't it? It may only be game for the very young or the faint hearted. If you don't have a problem with the GBH then there are a few other niggles. The gameplay does get repetitive after a while, and to start with you need a powerful PC to get it running well, you have to tinker with the set-up a lot, and the joystick calibration stinks. It's still a good game though.



GARY LORD

## THE JOYS OF A WELL-STOCKED ARSENAL



**FISTS** With, of course, knuckle dusters.

**CHAINSAW** For reasons of good taste, these are well hidden and devastating at short range.

**PISTOL** Wimpy, next-to-useless, but it's all you get to start with.

**SHOTGUN** Your standard weapon. Can take out more than one baddie at a time.

**CHAIN GUN** The sort of thing normally found on helicopter gunships.

**ROCKET LAUNCHER** Massive destructive potential, just don't try using it at close range.

**PLASMA GUN** Pretty and effective, but lacks style.

**BFG2000** Big guns don't come any bigger than this. Needs plenty of ammo though.

## THE FACE

You don't need to take much notice of the health rating, you can tell by the look on your character's face how things are probably going.



1 Everything's peachy



2 Ha! It's only a flesh-wound.



3 Battered, bruised and starting to get angry.



4 Somehow I don't think that this guy's happy.

## PC



**PROS:** Frenetic action with excellent gameplay and 3D scrolling.

**CONS:** OTT violence and you need a pretty powerful PC.

GRAPHICS

Sweet, smooth 3D scrolling the like of which you've never seen before.

97

SOUND

Brilliant. Really makes the game, plus there's some top samples.

92

GAMEPLAY

Can be repetitive, but there's certainly tons of it.

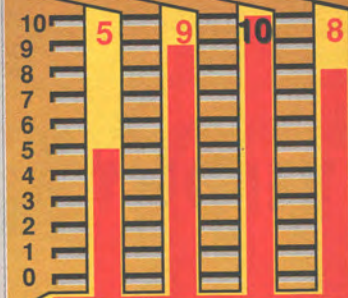
85

VALUE

Shareware version costs £3.75! The full-price version is excellent value too.

89

STRATEGY SKILL ACTION REFLEXES



MISS OK HIT!

93