

FUN,
VIOLENCE,
BLOOD AND
GUNS...

JUST A FEW
by
WORDS THAT
Paul
SPRING TO
Wallace
MIND WHILE
PLAYING ID
SOFTWARE'S
GREATEST
BLAST TO
DATE.

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This monster takes a direct hit from a shotgun shell. It's a good job that it's on the other side of that wall or I probably wouldn't be here right now



DOOM



These two jokers are the guardians you will meet at the end of episode one. As you would expect, they are a formidable pair of opponents, throwing luminous fireballs in all directions



Blast off a couple of shells and your man will reload the shotgun swiftly. Both graphically and sonically the sequence is incredibly authentic and atmospheric



Blast a soldier the shotgun and it will fly backward in a sea of blood. Shoot them on a staircase and they will roll down to the bottom!

**REV
IEW**



This dramatic scene is taken from the third episode in the series, *Inferno*. The first episode is called *Knee Deep In The Dead* and the second episode is called *The Shores Of Hell*. Each episode has around nine separate massive levels to beat

PRODUCT

Doom

SOFTWARE HOUSE

Arcane Distribution Ltd

PRICE

£34.95

REQUIREMENTS

Dos 5.0 Min, 4Mb Ram, 386 (486 recommended), VGA, 12Mb Hard Drive space

SUPPORTS

Soundblaster Pro Sound Card,
IPX Protocol Network (for multi-player games)

WHO cares how you came to be trapped inside this huge fortress? Do the trivialities of consequence need explaining? No, not really. Personally I don't care what the story is behind this game – it's the gameplay that counts, and Doom just strolled straight to the top of the gameplay charts.

Created by the team behind the original *Wolfenstein 3D* (Id Software), Doom is an all-blasting, all-action romp through one of three monster-filled scenarios. But hold on, I hear you say, what is PC Player thinking of, reviewing a shoot'em-up? Doom is no ordinary shoot'em-up, this is a shoot'em-up with balls – not only do you need a good eye and quick reflexes, but a pretty strong constitution may also come in extremely handy!

If you have played *Wolfenstein*, *Shadowcaster* or any of the *Ultima Underworld* games, then you will no doubt recognise the graphical style of Doom. Your location is represented as a fully texture-mapped, 3D environment with full light-sourcing/diminishing and fully animated enemies. The environment is extremely well designed too – none of those box-shaped rooms here; most are intricately designed, covering huge areas. Features such as

spiral staircases, sliding doors, raised platforms, drawbridges and variable-height ceilings and floors all add to the stunning architecture of the graphics. The texture mapping is equally as good as the locations they are mapped onto. Think rust, think technology gone haywire, think blood and you should conjure up a good picture of what the game actually looks like (looking at the screen shots scattered around this page will help too!).

Looks aren't everything, and indeed it wasn't the graphics that won Doom over for us, it was the gameplay. With up to seven weapons out there just waiting to be fired off, the player must negotiate a series of massive levels, searching for the exit while at the same time trying to stay alive. Control of your

decoration! Doom makes no qualms about the violence and, as far as I know, is available for adults only.

The aim of the game is to escape from the complex, locate the guardians lurking at the end of each stage and destroy the evil forces. There are five difficulty levels ranging from 'I'm too young to die' through to 'Ultra-violence', but all these difficulty levels actually do is increase the amount of monsters you have to take on. Numerous lifts, switches and teleports open locked doors and fling you to far-off locations, which are usually inhabited by numerous vicious creatures. There are a multitude of species of beast prowling the levels, some armed with weapons and others able to tear you apart with huge teeth and claws. Soldiers patrol

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character is via the cursor keys, with Ctrl used as the fire button. Holding Alt down while moving left and right enables the player to 'crab' left and right, which in turn allows them to strafe the enemy. Pistols, shotguns, chain-guns and even chain-saws can be used to carve up the enemy and spill their blood. Doom is an extremely gory game, with creatures flying backwards when blasted with a shotgun and some levels even have severed human limbs dangling from the ceiling by chains as

the corridors but they are easy to pick off at a distance, however watch out for the brown, spiked monsters that throw fireballs at you – they can hammer you to the ground in seconds. Needless to say, these creatures did nothing for my nerves! Running through narrow corridors is intensely claustrophobic, but blowing the enemy away with a huge shotgun is sooooo satisfying it hurts! Sure, Doom is pure violence all the way, but it doesn't pretend to be anything else. ➤



The view can be expanded to full screen. On a fast PC it has got to be seen to be believed, but on slower machines it may be better to stick with the smaller window



Bloodied bodies are a common sight in Doom. If blood, gore and violence offends you, I recommend you steer well clear of Doom. Try Coktel Vision's *Last in Time* instead...



REVIEW

WHERE TO BUY DOOM

If you are having problems finding a copy of Doom (the fact that it originated as a Shareware product is one factor), then you should call Arcane Distribution Ltd direct on 0695 51999, or fax it on 0695 51666. Alternatively, its address is: Peel House, Peel Road, Pimbo, Skelmersdale, WN8 9PT.

That blocky red stuff at the bottom of the play area is my blood. That thing in front of me is giving me a hard time. Die, sucker!!!



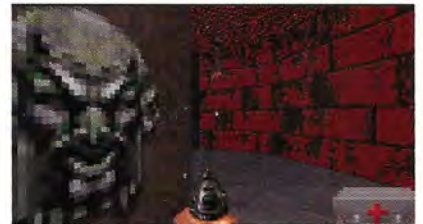
► The real raison d'être behind Doom is that if you've got a number of PCs networked together, up to four players can simultaneously play the same game. Networked players can choose to play the game either as a team (co-operative) or as individuals out to hunt down their rivals (death match). Players can even send messages to each other using a chat mode. Play Doom with four players linked up and you will never want to put it down – queues to play the game began to form in the office and this game has also been responsible for a great deal of lost work time! Multi-player games are incredible, there's no doubt about it. Slowly edging your way through the cavernous levels is tense, especially if there are three other human players out there looking for you too.

To tell you the truth, I've enjoyed playing Doom so much that I can't praise it enough without swearing. It's one of those games that knocks you for

Networked together, Doom is second to none. It's even more exciting than a head-to-head dogfight in an F-16. Sorry flight sim fans, but it's true



six, drawing you in at the same time. I can categorically say that Doom is without doubt the most atmospheric game I have ever played. The light sourcing is incredible – the way you walk into a dark room, fire a shot and the whole room flashes with light is superb, as are the many strobes that flash on and off throughout the levels – Alien, eat your heart out! The sound effects are just as effective, with grunts and growls indicating the presence of a nearby monster which can be very worrying at the best of times! Other



experience. Also, before anyone out there climbs onto their high horse and starts preaching the evils of violent computer games, I would like to say that Doom is a good example of violence used as a release – sure, it brings out the aggressive and bloodthirsty side of the player, but after the game has finished you sure as hell feel great!

The multi-player link-up option may be out of reach for those without a suitable network system, but take heart because Arcane is planning to release

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sound effects throughout the game are of similar quality. Fireballs zoom past, increasing in both pitch and volume as they near you, lifts and doors open with a Star Trek-esque 'swish', and every scream and groan within the game sends a chill down the spine.

The fact that Doom is absolutely dripping with atmosphere makes for an extremely frightening gaming

patch disk allowing play through a null modem. The company also plans the release of a data disk containing further levels and episodes, plus a few new weapons strewn here and there. I for one can hardly wait.

Without a doubt, Doom is the best game I have played on the PC in a long time. Six out of five.

SCORE ★★★★★



My mission ends as I drop to the floor. These horned monsters scare the hell out of me – they charge towards you at speed and shred you if they get near enough. The chain-saw works best against these critters



You edge down a corridor. Lights flash on and off and the walls growl – there's something in here but you don't know where it is. Your heartbeat speeds up as you move with stealth from corner to corner



Aha, I've found the exit! A box of ammo, a medi-pack and a couple of energy bottles (the blue things) pick me up a little. In the heat of a battle your ammo can deplete very rapidly

REVIEW