

he WADs reviewed here can be found easily on the Internet or, in some cases, online services such as America Online (Keyword: PC Games) and eWorld (Goto: Inside Games).

If you click on the screenshot before each WAD review, you will see an Internet address in URL format for downloading it.

Check the MacDoom Review home page at <http://www.voicenet.com/~reeltime/mdr.html> for convenient links, when they're available.

In the instance of some large patch WADs that (at this writing) require the use of SoftWindows or a PC to perform the conversion, the URL given may not be permanent. WADs that are pre-patched for convenient use with MacDoom are generally very large, and some Webmasters of MacDoom sites have limited space to store the files and move them offline to make room for new conversions.

## Ratings:

oom I (requires Ultimate Doom)

Alcatraz

<-- Click on pictures

atching: None

If you've just picked up Ultimate Doom, have I got a Doom I WAD for you to try!

Alcatraz is a very entertaining level, complete with a host of new graphics (mainly in the form of amusing signs and prison graffiti) and an interesting premise: Escape from the infamous island prison. Everyone is your enemy,

and they jump out at you when you least expect it. Stop to read the funny placards on the walls at your own risk.

You'll work your way through cell blocks, rec rooms, the cafeteria, and a wide-open prison yard full of guards and attack dogs (OK, Demons) on your quest for freedom. The level isn't so much difficult as it is fun to play. The best thing about Alcatraz is that once you escape the prison grounds, you still have to find your way off the island!

I won't give anything away, but there are some very tricky surprises ahead. Enjoy this level and realize there are, indeed, some very good compensations for buying Ultimate Doom.

-Dave Kramer  
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ircus

atching: None

Circus is not a particularly difficult WAD, overall. It's rather small and, once you get over the initial shock of being trapped amid three rings of lethal mayhem -- including a host of Hell Knights, a herd of Demons, an endless gallery of fireball-tossing Imps, and a playful Arachnotron or two -- you'll realize that the grandeur of this level is what makes it so appealing.

Clear the floor show, and get ready for the inevitable entrance of the ringmaster. (Yep, you guessed it.) The action lasts a bit longer than you'd expect, due to some interesting developments that arise as you make progress through the level and try to figure out what to do to get the next act started.

Like a real-life circus, once this WAD is over, it will seem as if it went by too fast to savor. That's OK. Just start it over. You can relive the greatest show on Mars, over and over again.

-Dave Kramer  
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## oom II

Bludbarf

atching: None

This is a varied WAD for the complete Doom player: The thinker and the fragger. From the initial confrontation with a small roomful of heavy ammo dudes, to a stroll in the park with some Revenants and Arch-Viles, and everything in between, Bludbarf gives you a real carnage-fest with lots of opportunity for strategy.

There are a variety of scenarios, each of which throws lots of baddies in your face, and each of which requires a different plan of attack. For instance, what do you do when you are surrounded by 20 or so Spectres in a square room? How should you react when you have Imps in front of you and Cacodemons above?

Think fast, or die.

Just as Bludbarf puts you in dire circumstances, it also helps you out. While

you are travelling through this merry level of mayhem, be attentive. Listen for opening doors as you walk around, scrutinize the map, look around for helpful powerups (you'll need one right away when the Former Commandos show up), and above all else, SAVE OFTEN! If you are careful, and fight like a marine possessed, you will get the maximal satisfaction out of this wonderful WAD. You just may make it out alive.

-Rob Berkowitz  
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## WANGO5

atching: None

The DWANGO 5 WAD is serious fun for deathmatching. Most of the levels in the WAD are meant for three to four players, but they also work extremely well with only two. DWANGO 5 comes with a beautiful new skyline texture, as well as some of the most well-planned layouts ever seen a deathmatch WAD.

With 24 full levels of deathmatch play, this WAD is nothing to scoff at. You start off in what you think is the first level of the real Doom II game. But when you turn around, you see a long staircase leading up to a striking yellow sky. You're on the move! As you tour the hacked first level, you'll find many weapons and cool changes. I love first level modifications, partially because I know the first level of Doom II better than my own house, and any changes to it gets my head all screwed up!

Each level is drastically varied from the last. Every one will surprise the hell out of you, and it's never what you're gonna expect. You and your friend (or

friends) will have hours of fun working your way up through the intricate levels of DWANGO 5. Each board has its own flavor, some of them bitter, some sweet.

I nearly forgot to mention that there are some new sounds. A quick example: If you splatter someone with a rocket launcher, you get to hear that infamous saying of Ace Ventura (say it all together now: "AlIIIIIIII righty then!").

That's great incentive to splatter your friends right? Well, maybe not. It's still a slick WAD, and definitely one of the best for deathmatches.

-Jason Carter  
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onastery

atching: None

I recently downloaded a WAD called Monastery. I've got to tell you, I was not prepared for the artwork the author took the time to render. It was somewhat difficult to concentrate on the expert gaming, the challenging strategy, and the even (but quite difficult) placement of baddies.

This WAD originates from France (it's by Dominique Lavergne). The premise of the WAD -- one level only, but quite large -- is that you're a member of a small group of rebels in the year 2019. You try to help your friends struggle against Hell Order squads. But forces are unequal and many of your friends are dying. The rebel chiefs decided to send you back to the Middle Ages -- a time when Hell Order squads weren't as numerous. Your mission is to go back there and to eliminate all of the Hell Order agents you'll

find.

This patch WAD makes about the 50th or so I've played through this past year (I don't REALLY have that much free time -- just ask my secretary). Yet, although there are no new sounds (which is always great fun), the author makes up for any minor defects -- although I can't think of one right now. I mean just the beauty of all of the stained glass windows make this level worth the download time (it's about 251K, zipped).

-Ken Mahood  
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ightmare

atching: None

The Nightmare WAD, put simply, is a horrible trip through Hell at it's worst. It features the classic maze, winding and turning throughout the level, and the added bonus of moving walls.

So, basically, you cannot trust the map, because everything is constantly changing. This WAD is specially designed to be played on the Nightmare skill level, which you should do to get the full effect. Yes, it is frightening folks. I, for one, had never played Doom on Nightmare until this WAD, because I despise it. You'll be blasting along, and suddenly find yourself with only 2 percent health. You quickly type in `IDDQD`, only to find that you are still at 2 percent. You scream out disgusting profanities when you remember... the cheats don't work in Nightmare!!!!!!!!!!

In this WAD, you'll receive only the shotgun, and your main source of ammo is mowing down shotgun sergeants. But beware, if you do play in Nightmare,

those shotgun sergeants will respawn in less than a minute, so you'll never get a real breather. You must find all the keys and find your way through the shifting maze to unlock those precious doors that may lead you to an exit.

Nightmare is a run for your life nail biter that will be sure to please.

-Jason Carter  
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rident

atching: None

Trident is a two-level WAD made for Doom experts. Well, it may have been made for novices as well, but you can't tell that from playing it.

Why? For starters, it is nearly impossible to finish the first level on Ultra-Violence. Hell, it's nearly impossible to PLAY the first level on U-V. A humbling experience indeed. After shifting down to Hurt Me Plenty, I was still able to finish the first level only by playing smart and error-free, saving about a zillion times, and running away from the bad guys for the last third of the level. That's right, this is the only WAD in which I simply lacked the health and ammo to finish off the baddies. I may be a coward for running away, but at least I made it to the second level.

Ah, the second level. A wondrous thing. You start in a small room containing the super shotgun, some medikits (seriously needed, after the first level), and a Blur Artifact. There's also a Soul Sphere -- too bad it's just out of reach. Take a nice, relaxed, deep breath, because you won't be able to do it again for a good long time. When you open the door, a field containing nearly every type of monster lies below. They all see you, and they all want to get you.



If you can make it out of the field, which may take several hundred tries, you will probably find yourself with no armor and little health. (HINT: Try to get the monsters to fight it out amongst themselves.)

And that's just the beginning. The second level has lots more to offer: Big open areas, small windy passages, switches, keys, teleporters, poison, and nearly every monster (thankfully no Cyberdemon). After each bloody battle, you will look for the exit, but will only find more and more carnage. By the end (yes, there is an end) you may realize, like I did, that this is one of the best levels ever.

-Rob Berkowitz  
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## Waterflood from Hell

Rating: None

Waterflood from Hell is a relatively small WAD that attempts to make you feel like you're underwater. You start in a small room with several walkways surrounded by poison. Don't worry about the poison -- the nice-looking handrails will stop you from falling in -- it's the former humans in your face that you have to worry about.

As you will soon learn, you're up against some pretty stiff odds in this level. Although you find the shotgun and the chaingun fairly quickly, ammo is sparse and the bigger guns are nowhere to be found 'til much later on. That wouldn't be so bad if you didn't have to tackle lots of heavy ammo dudes, a Mancubus or two, and some revenants in the meantime.

In the spirit of strategy WADs like Diamonds, you better aim quickly but

carefully, learn how to fight baddies with more firepower than you, and (as always) SAVE OFTEN! The first time I got to the exit, I had 5 percent health left, 'nuff said?

As to the underwater effect, it's kinda lame. Unlike Marathon 2, there is no swimming, and all guns work exactly the same as before. But check it out for yourself; it's still a fairly novel idea.

This WAD comes with a moderately-sized second level, Gorilla Gore 2. There are no underwater effects here, just plain old carnage. It's a nice level, but nothing to write home about. But be careful on this level too. If you start the level with very little ammo left over from Waterflood, you may find yourself fighting with your fists like one reviewer I know (who will remain nameless).

-Rob Berkowitz  
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Have a favorite PC WAD you want to see reviewed in MDR? Why don't you write it up and send it in? Tell us if it's for Doom I or Doom II, whether it requires any special patching, where to find it, and include a distinctive screenshot, if possible. Send articles, comments and questions to [reeltime@voicenet.com](mailto:reeltime@voicenet.com).