

WADNAME	LEVEL	GRAP	TYPE	DIFF/	RATE	DTH	CO	MN	CY	SP	BA
5/13/94		SND		EASE			OP	ST	BR	DR	RN
11BONES	E1M1			Y	+	Y	Y				
11INHELL	E1M1			NH	+	8	Y				10
23CASTLE	E2M3			N	o	N	Y				
666	E1M1		A	Y	+	6	Y				
777	E1M1		A	YH	+++	7	Y				2
ABYSS	E1M1			N	++	N	N				3
AFRO	E1M1			YH	+	9	Y				2
AMBUSH	E1M1			YH	+++	N	N		1		11
ARENA	E1M1			N	+	Y	Y				
ATRIUM	E1M1			Y	+	N	N				
AVRAX	E3M4		D	N	+	14	N	N			
AWP11	E1M1		A	Y	+	7	Y				
AWP11F	E1M1	G	A	Y	++	7	Y				
BARREL	E1M1		S	YH	+	N	N				1
BASTARD1	E1M1				+++	N	Y				
BDMWAD!	E1M1-9			Y	n/a	Y	Y				
BEHOLD21	E2M1			YH	+	N	N				1
BIGBRO	E1M1		D	YH	+	6	N				2
BLUDLUST	E2M1		D	Y	++	6	Y				1
BOBWORLD	E2M1			Y	o	N	Y				1
BRIAN3L1	E3M1			Y	o	N	Y				2
CANDYGRM	E1M3		S	Y	++	Y	Y				7
CANYON	E2M1			NR	o	Y	N				
CASE	E1M1			N	++	13	Y				
CASTLE	E1M1		S	Y	++	Y	Y				2
CAVLAB11	E1M1		S	Y	++	N	N			1	12
CHALLENG	E1M2		S	Y	+++	N	N				3
CHRIS	E1M1		A	YH	+	7	2	1			
CJME2M1	E2M1			N	o	N	N				
CLAFLIN	E2M!		A	Y	++o	6	Y				1
CLASSICS		M			n/a						
COLONY	E1M1	GS		YE	++	8	Y				
COLOSEUM	E3M1		D	N	+	Y	Y		1		
CORTYR_B	E3M		A	YH	+++	Y	Y				1
CRAIG31	E3M1		A	Y	++	8	Y				1
CRUSHER	E1M1		S	Y	++++	N	Y		1		
CWWAD	E1M1		D	N	++	Y	N				
DAEMON	E1M1			N	o	Y	Y		1		2
DAEMON2	E1M1			N	++	Y	Y		1		3
DAGGER	E1M1		S	N	++	N	N				
DEADBASE	E2M1			Y	+++	6	Y				
DEADLY21	E2M1			N	o	N	Y				
DEATH	E1M1			N	+	6	N				1
DEATH01	E2M1			Y	o	Y	Y				1
DEATH2	E1M2			Y	o	N	Y			1	15
DETHE1M1	E1M1	MGD	D	Y	+++	17	Y				
DETHSTAR	E2M1		A	Y	++	8	Y				

DETHWALK	E2M1		D	Y	o	Y	Y				
DMINATOR	E1M1-9				n/a	2	Y				
DPRISON	E1M1		D	N	o	Y	Y				1
DRANDOM	E3M1		D	N	++	Y	Y				1
DRKSTAIR	E1M1			Y	+	1	Y				
DSPIRAL	E2M1		D	N	+++	5	Y				
DUO_1	E1M1		D	Y	+	Y	N	N			
E1L1KP	E1M1			Y	+	Y	Y				1
E1L5KO	E1M5		D	Y	-	2	Y				
E1M1EDB	E1M1			Y	-	Y	Y				
E1M1OSK3	E1M1		D	Y	-	7	Y				1
E1M1OSKU	E1M1		D	N	-	Y	Y				1
E2L1BIN3	E2M1			YH	+	N	Y				10
E2L1GC	E2M1			Y	+	5	Y				
E2L2_GG1	E2M2			YH	+++	Y	Y				2
EE2L1	E2M1			Y	+	N	Y				1
EHD11	E1M1			NE	o	Y	Y				
EHD12	E1M2			NE	o	Y	Y				
EHD14	E1M4			NE	o	Y	N				
ELEVATOR	E1M4		A	NH	o	Y	Y				12
EP4B	E1M1-9		D		n/a	Y					
ESWADSKH	E3M2			Y	-	9	Y		1		4
EVIL_E	E1M1		A	Y	+	8	Y				2
FEAR21	E2M1			YH	++	N	Y		1	1	4
FERTILE	E2M5		S	Y	++	9	Y				5
FEZ1	E1M1			Y	++	N	N				3
FEZ2	E1M1		S	Y	++	N	N				4
FLASH	E1M1		D	YE	++	Y	Y				
FLORZOO1	E1M1			N	+	N	N		1	1	1
FOREST	E2M1-3	GD	A	Y	++	Y	Y				
FORTRESS	E1M1			YH	++	8	Y				4
FRED	E2M1			Y	+	N	N				
FREEDOM	E2M2		S	Y	+++~	Y	Y				1
FRIGHT	E2M1			Y	+++	5	Y		2	4	6
FYI_1-2	E1M1-2			Y	+	N	N		1		
GORE1	E1M1		D	N	++	Y	N	N			
GRRFY11	E1M1		D	YE	+	5	Y				
HALLS	E1M1	D	D	Y	+	18	Y			1	
HELIPAD	E1M1		S	Y	+	N	Y				2
HELL	E3M8			N	+	N	Y		2		
HEVNHELL	E1M1		A	Y	+	Y	Y				7
HHH-21	E2M1	G	S	YE	o	Y	Y				
HHH-22	E2M2	G	A	Y	+	Y	Y				
HOCKEY10	E1M1		D	N	++	Y	Y	N			
HONEY	E1M2			Y	+	9	N				1
HUH	E2M1			Y	++	3	Y				
HUNTE1M1	E1M1		D	Y	o	Y	Y				
HUNTE1M2	E1M2		D	Y	o	Y	Y				
JADML1M1	E1M1		D	NE	+	8	Y				

JAL_CAS1	E2M1			Y	+	6	Y				
JAL_DM1	E1M1		D	N		12	N				
JEFF-1-2	E1M2		D	N	+	9	N	N			
JL2D	E1M1	D	S	N	++	N	N				1
JUSTIN	E1M3			NE	o	6	Y				1
K9	E1M1	D	A	Y	+++~	6	Y				2
KENT2	E1M1			Y	o	2	Y				
LEDGES	E1M1		D	N	+	12	Y				
LEDGES2	E1M1		D	N	++	10	Y				
LEGEND1	E1M1		S	Y	+	9	Y				
LEGEND2	E1M2		Y		8+	Y	Y				1
LEGEND3	E1M3			Y	++	16	Y				
LEWIS21F	E2M1		A	Y	+++	12	Y				2
LIT-E2M1	E2M1			Y	o	N	Y				
LITHE2M1	E2M1			Y	o	Y	Y				
LOGO	E1M1		D	N	o	Y	Y				
LONGMTCH	E2M1		D	Y	++	8	Y				1
MARKROOM	E1M1		D	NE	+	7	N				
MARX1_1	E1M1			Y	+	Y	Y				1
MARX1_2	E1M2			N	++	6	Y				
MAZE	E1M2			Y	+	12	Y				1
MAZE1	E1M1		A	Y	+	5	Y				
MEGALAB	E1M2			YH	+++	Y	Y				3
MEGAWATT	E1M1			YH	++	Y	Y				2
MELANGE	E2M1		A	Y	+	Y	Y				1
MINE1	E1M1		D	NE	+	N	N	N			
MOONBASE	E1M1			Y	++	5	Y				1
MXK_C-11	E1M1			NH	+++	N	N				2
MXK_D-11	E1M1			NH	+++	9	Y				3
NETBEAST	E1M1			N	+	5	N				4
NEVEREST	E2M1			YH	++	8	Y		1		10
NEWHITS1	E1M1-9		S		n/a	N					
NEWTECHN	E1M1			N	o	N	N		1		10
OCTAFRAG	E1M1		D	N	++	Y	Y				
OCTAGON	E1M1			Y	+++	Y	Y				
OCTO	E2M1			N	o	N	N		1	2	4
OPOST21	E2M1		S	Y	++++	N	N				
OUTLAND	E2M1		D	N	++~	Y	N				3
PANIC!	E2M2		D	Y	++	10	Y				1
PAT	E2M8		D	N	o	Y	Y				
PET	E1M2			NH	+++	2	Y		1		6
PET2	E1M1			N	o	N	N				
PILLARS	E1M1		D	Y	+	10	Y				
PLEASURE	E1M1		D	Y	+++~	Y	Y				4
PROTO1	E2M1			Y	++	N	N				1
PSYCH	E1M1		S	N	o	N	N		2	1	22
PYRAMID	E2M1			Y	++	N	Y				1
QUARY11	E1M1		D	Y	+	Y	Y				
RIKER10	E1M1			Y	++	12	Y				

ROCK-IT	E1M1		D	N	++	11	N		1		
ROOMY	E1M1			NE	o	7	N				
RUN	E1M8			Y	+	N	N				1
RUNLKHEL	E2M1			YH	+++	Y	Y				1
SC	E1M1			N	o	6	Y				1
SCC2	E2M1		D	N	++	8	Y		1		1
SCREAM	E1M1			NH	++	3	Y		3		4
SEWERS	E3M1		S	Y	+	6	Y				2
SHADOWS	E1M1		D	N	o	7	N	N			
SHADOWS2	E1M1		D	N	+	7	N	N			
SHADOWS3	E1M1		D	N	++	7	N	N			
SHUTTLE	E2M1			N	o	N	N	N			
SPUNK	E1M1			NH	++	Y	Y				2
SS-E1L2	E1M2			Y	o	N	Y				1
SS27BETA	E2M7		A	YH	++++	Y	N				1
STAIRS	E1M1		D	N	++	5	N				1
STEWBETA	E1M1		D	N	o	8	Y		1		
STONES	E1M1			Y	++	Y	Y				
STORAGE	E1M1		S	Y	+++	N	Y				
STRENGTH	E1M1		S	Y	+	N	N				
SUBWAY11	E1M1			NE	+	1	Y				
SW1	E1M1			Y	o	Y	Y		3	3	
SW2	E1M1			Y	o	Y	Y		1	1	17
SWEET	E2M1			Y	+	6	Y				1
SWETDETH	D1M1		D	N	++	Y	N				1
TEK11	E1M1			Y	+	3	Y				
TEMPLE11	E1M1		S	Y	++	N	N				1
THE-KEEP	E1M1			Y	+++	6	Y				
THEPITS	E2M1			Y	++	N	Y				
THETA-4	E1M1	G	D	Y	++	10	Y	N<4			
THINK11	E1M1			N	+	2	Y				3
THINK12	E1M2			N	+	N	Y				
TNCROSS2	E2M1			Y	+	3	Y				
TNSPIRES	E2M1			Y	o	Y	N				
TREE1	E1M1		D	Y	++	5	Y				1
TREE2	E1M1		S	Y	++	Y	Y				2
TRENCH	E1M1			N	++~		N				
TTADOM11	E1M1			Y	++	3	Y				
UCA	E2M1		S	Y	+++~	N	N				4
UNDERSEA	E2M1	M	S	Y	+	N	Y				3
ULTIMA	E2M1		D	N	+	Y	Y				
UPLIFTING	E1M1		D	Y	++	5	Y				5
VILLAGE	E1M1			Y	++~	3	Y				2
WALKER	E1M1		AD	N	++	Y	Y		1		6
WANTON	E1M1		A	Y	+++	5	Y				6
WANTON12	E1M1-2			Y	++	3	Y				
WARHOUSE	E1M1		A	Y	++	3	Y				
WEDGE	E1M1			Y	+	9	Y				6
WILLE1M1	E1M1		S	Y	+	3	Y				

WOGA11	E1M1		S	Y	+	5	3				
ZZONE	E1M1		D	N	+	10	Y		1		

COMMENTS
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Round raised indoor island
tons of barons, row of mv walls to exit
small castle with few monsters
four square warp from hell
catwalks, killer keys, 4 lift pillars
red key under door @ begin
cool
cyber in cage @ begin, stairs, barons
huge square court, tons o guns
small, barrel trap
no health, tons o guns
tons of guns outside, 2 spiral rooms
2 spirals, canyon, +guns outside, light switches
lots o traps, xpding barrels
cool kitchen & bathrooms
doom.wad reorg: 21,24,31,22,33,11,35,38,28
warp with thin walls
8 pits @ begin, traps
mod e1m1, more warps & monsters
mod e3m1
huge mazes, follow traps, 100 barrel room
long canyon
outside campus, + bldgs, cool
large castle w slime moat
20 meatballs, 10 barons, 1 room, nuff said.
bar, barons @ end, large
cyber in room w lift bridge
hex room, HOM bugs, exit?
BU campus, small maze, complex
classical music PWAD
puzzles, tricks, small
4 color warp in center, barons
huge, light post
locks door behind you, wall of warps
cyber crush trap, pillars rise when shot
1 room, trenches, inviso balls
HOM bugs, long halls, small
hallway of barrels, cyber
cool rising cross @ end, cross overs
Fountain, stuck doors
e2m1 based, more monsters
semi-maze
2 way run around
mod e1m2, more guns & monsters
cool house, C&C Music Factory 'Sweat'
mult warps tp exit level, slalom

raised walkway, hidden exit
mod levels, more monsters
hidden exit, cell doors
pick 1 weapon, baron
start in stair pit, lots of deaf guards
select 1 weapon, honeycomb spiral
1 room, closets around outside
1 hex pillar room
mod e1m5
mod e1m1
mod e1m1, backwards
mod e1m1, backwards
tons of barons, walls cut you off
crushing star, caves, climb boxes
mod e2m2, barons @ exit, cool
mod e2m1, +guns, +monsters, +barrels
small
small
small
tall vater, lots o barons, HOM bugs?
9 deathmatch PWAD's grouped into episode 1
mod e3m2, +monsters
skull in map, sailing ship
big room w moving center & maze
circle split in 2 halves, barons in pit @ end
2 = halves, barons in pit @ end
narrow tunnels, raised columns
small, great vantage points, same as MINE1
zoo, wall, floor, object catalog
new graphics for mountians
nw maze, s outside w plasma gun
small map, large courtyard
warp trick, circular doorway @ end
4 spiders, 2 cyber demons, 10 barons
e1m1 long maze, e1m2 split walkway
long stairs, rockets & chain gun
small, few monsters
3 rooms
small, good E1M1 drop in
E3M8 end of game wad
2 halves, right outside guns, left lava
small, lift pits off walkay
red carpet & 4 doors @ begin
Doom hockey
different honeycomb rooms
ground splits in front of you @ end
2 player exit, mod e2m1
mod hand wad
circular with center room

small, castle
small, outside, corner warps
mod e1m2
perpetual warp, parts of E1M1 @ end
small
bridge lowers, sniper spots, campus
mod e1m2
center pit w stairs & rooms around
updated ledges.wad
blue narrow halls, caverns
hidden halls, lowering platforms @ end
stair circles (cloverleaf), 2 exits
huge outdoor, sw vantage catwalk
mod e2m1, done in wood paneling
large tall lift rooms
Doom logo
lots of cages, face in map
1 room, stair islands same as ROOMY.WAD
small, baron & imps
confusing grey interior
invisible walls
outside maze
landing strip & hanger
chaingun trap, plasma r @ begin
long stairs down then up @ begin
good vantage, few monsters, same as FLASH
l/r split @ begin, courtyard
maze, crushing halls
maze, 50 meatballs
barons in a square hallway
spiral stairs & cyber @ begin
8 wads, cheat to exit
invisible stairs, 1 room, exit?
deathmatch setup, cross connects & warps
tightrope for key, crosswalk jumps, octo pillars
1 room, barons outside
perfectly lit caverns
ledges along side of slime room, with hidden key
trick red key, walk through walls
mod e2m8, no cyber, darker
crusg, spiral room, huge
1 room about 100 guards
jump pillar stairs
huge circular arena
crush @ begin, invisio maze
20 barons, confusing floor plan
pyramid with rising steps
no exit, large canyon with weapons on top
2 barons & key @ right, exit room moving floor

hidden warps, green cross on ground
1 room, stair islands = roomy.wad
crush, pillar hop, tightrope
hidden keys, moat, murder holes
few monsters, lotsa batteries, big open rooms
+ weapons
cage, puzzles
huge sewer maze, barons outside @ exit
small, + guns, exit?
no exit, dark deathmatch round
small, quick & deadly deathmatch
unfinished? large dark hanger
tons of wimpy monsters
mod e1m2
HUGE complex!, hundreds of rooms
crushing walkway on way to baron pt
spiral tower, few weapons
small, cross walk, courtyard w arch
warehouse maze @ begin, cool stairs
loop around for keys
few monsters, cool map, subway station
mod e1m1
mod e1m1
trenches, invisos, modified CWWAD
Georgia Tech campus
cool
updated castle.wad, castle with slime moat
spiral start, 3 buildings
sniper corners, snow mountains
small, crushing rooms
long crush hall, boogie to exit
open area, exit swith @ begin
start on high spires
look for switches, lots of tricks
lots of puzzles
large, outdoor trenches
small, but cool
barons, loop around to begining
start on raised cross, cool deathmatch
guns around rim, slime rivers w trees
2 red rows @ begin
huge outdoor diamond, 4 corner rooms
wanton.wad split into 2 levels
large warehouse
cntr area w 3 locked corners, hall around
small, 3 way door @ begin

small, 3 key doors left @ begin

meatballs, cyber & only rockets