

Is that a BFG 9000 in your pocket, or are you pleased to see this game! Of course you are! It's Doom – the groundbreaking PC game originally destined for NU64, on Super NES!!! With the aid of their FX2 chip, Nintendo's 16-bit system comes that much closer to becoming the 'Next Generation' slayer promised earlier this year.



**Exclusive**



**CART SPEC**

- BY: ID/WILLIAMS
- PRICE: £54.99
- RELEASE: SEPTEMBER
- GAME TYPE: HUNTER KILLER
- CART SIZE: 16 MEG FX

**GAME FEATURES**

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Infinite
- OPTIONS: Stage/difficulty

**GAME INFO**

- GAME ORIGIN: Faithful translation of the PC phenomenon. Doom is another game that was expected to head the NU 64 launch – but here it is on the Super NES!
- GAME DIFFICULTY: Tough
- SCORE TO BEAT: Banish the demon hordes back to hell!
- ALTERNATIVES: Wolfenstein – if you're desperate!

**GAME CONTROL**

- CONTROLLER: Joypad
- RESPONSIVENESS: Intuitive

- X** Toggle weapon
- A** Manipulate
- B** Run
- Y** Fire
- L/R** L: Strafe left  
R: Strafe right
- S** Start: Pause/access menus  
Select: Automap on/off

**GAME CREDITS**

- DEVELOPED BY: ID/SCULPTURED
- DISTRIBUTED BY: OCEAN
- MADE IN: USA
- ARTWORK: © OCEAN 1995

Doom is world-renowned for its specialist brand of Seek and Destroy gameplay – placing the emphasis on killing, and the required tools in your hands. If this all seems too extreme, rest assured that the recipient of your vented anger is no better than repulsive hell-spawn. This here is the classic good versus evil scenario, only this time the action is presented as in-your-face real-time 3-D! The power of Nintendo's FX2 chip, combined with the programming talents of Sculptured Software – who handled MKII so well – have brought it to the Super NES.

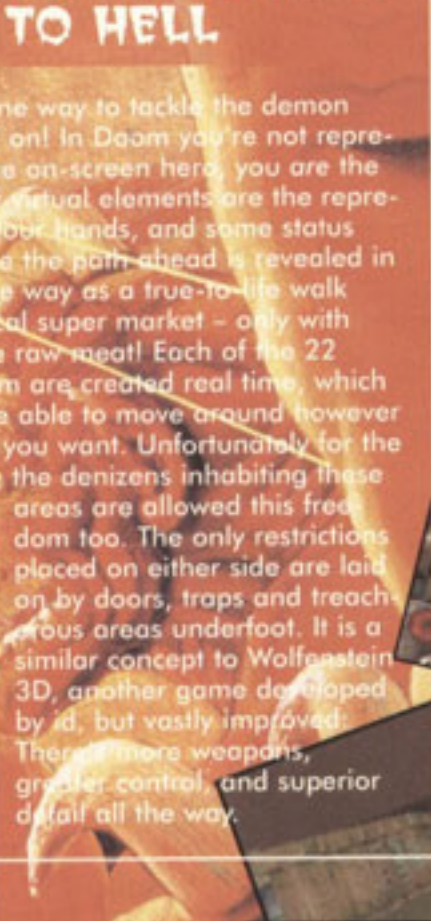
You adopt the role of a Marine; deployed to the planet Mars as punishment for assaulting a superior officer. Not much happens on Mars, contrary to what HG Wells might have us believe. However on neighbouring moons Phobos and Deimos it's a different story. Experiments pertaining to inter-dimensional space travel have literally allowed all hell to break loose! Soldiers 'volunteered' to test the necessary equipment on Phobos have promptly returned minus vital body parts – such as their heads. As the panic reaches its crescendo, all communication with the moon is lost. You have no choice but to case this lunar joint, with the slim hope of finding some of your buddies intact. (Yeah, right!)

**SEEM** Lights fail once this key is taken, and Imps rush the darkened room!

# DOOM

## YOUR PRETTY FACE IS GOING TO HELL

There's only one way to tackle the demon hordes – head on! In *Doom* you're not represented by some on-screen hero, you are the hero! The only actual elements are the representations of your hands, and some status info. Otherwise the path ahead is revealed in much the same way as a true-to-life walk around the local super market – only with arguably more raw meat! Each of the 22 worlds in *Doom* are created real time, which means you are able to move around however and wherever you want. Unfortunately for the weak-hearted, the denizens inhabiting these areas are allowed this freedom too. The only restrictions placed on either side are laid on by doors, traps and treacherous areas underfoot. It is a similar concept to *Wolfenstein 3D*, another game developed by id, but vastly improved. There's more weapons, greater control, and superior detail all the way.



# REVIEW

## SUPER NINTENDO

### GIMME DANGER

What's so unnerving about the enemy in Doom is that it's often unseen, choosing to attack from a cowardly distance. Some demons are even partly invisible, so it's hard to make them out even though they may be staring you right in the face! It's not uncommon to find one clawing at your back either, as not all of them are stupid and use their knowledge of the chambers to tactical advantage. Their blood lust is such that they even attack their own kind! Should you ever wish to pass on a greetings card, with a 'you're much uglier than me' congratulatory message inside, here's who to address it to:



#### FORMER SOLDIER

Once a Marine, just like you. He's one of the undead now; possessed by an evil spirit which you should exorcise with force. On his own he's not much of a worry, but these fellers usually attack in groups! Use their stupidity against them, by drawing them across each other's fire.



#### CACODEMON

Stupid name. Stupid face. Clever git! Decided it had no use for legs around 1500 BC, and hasn't looked back. Graduated from Lucifer's College in 300 BC with a Third Degree in burns, and obtained a Masters in Ball Lightning one year later. Is happy to lecture freely on any of these subjects!



#### LOST SOUL

Never heard the song Amazing Grace when they were alive, and are too far gone to benefit from it now. You thought the house fly buzzing above your bunk was annoying. You're going to really hate these! Unfortunately Lost Souls take more than a rolled-up copy of the Beano to swat them - being most skull-like and bathed in unholy flame.



(ABOVE) Hot game action, eh readers!



#### IMP

He has horns jutting from almost every part of his abominable form, and serves up fireballs for his guests. Blistering lumps of charcoal aren't so healthy though, as you might expect. Though it takes a few bullets to convince an Imp that its generosity is wholly unwanted!



#### DEMON

A heavy skeletal frame, bound with knotted muscle, and kitted out with the latest in Hades chic - Drop-Handle Horns and Pandemonium Pincers. Eats lead like it's toffee, though too much makes him feel sick. Enough to keel over in fact. Avoid engaging a demon in unarmed combat. He'll win.



## RAW POWER

There are eight ways of defending yourself on this god-forsaken moon; two of which you carry with you at all times. Your fist and a standard issue pistol are enough to let the enemy know your intentions. Bullets are relatively easy to come by, and your knuckles never run out of ammo! Of course it is inevitable that more persuasive firepower is needed the tougher your enemy becomes, so we've listed the options for you here. Unlike the PC version, where every weapon is allocated its own Function Key for access, the Super NES only uses one button, so you have to cycle through each time. This isn't so much of a problem, as you can always call upon your magical powers of time distortion for assistance – ie press the START button to pause the game before choosing a weapon!

### PLASMA RIFLE

Holding this weapon is the closest to heaven a Marine usually gets. Fires the same stuff as comes out of the Cacodemon's maw, which gives you some indication of its power. Would you believe it's rapid fire tool Hasta La Vista, etc.

### CHAIN SAW

Prevent demons from grazing on you by grazing them first, with THIS! Chainsaws cause untold damage to whatever is crazy enough to venture close enough. Which accounts for just about every diabolical denizen of Doom.

## COMMENT



### PAUL

Nothing can prepare you for the shocking realism of Doom, and the Super NES version is frighteningly close to the original. So much so that it's easy to forget this not running on a PC. Nonetheless clues are visible. The display is reduced to around 75% of the screen, and all texture mapping ends where the floor and ceiling begins. Minor cosmetics. Otherwise 22 from a possible 27 stages of game remain faultlessly preserved, and the detail is very good indeed. Sculptured have skilfully ported over the exact feel of the PC game, and adapted the control to suit the Super NES controllers perfectly. Only weapon selection is a tricky business, with only one button assigned where the PC benefits from numerous Function Keys. This small problem is solved by pausing the game to make your selection. It's difficult to put down on paper the chilling drama of Doom, except there's a such a strong feeling of 'being there' that the slightest noise or change in lighting has you jumping out of your skin. Super NES Doom is guaranteed to put a rictus on the face, and a stain in the pants of whoever dares play it!

### CHAIN GUN

Should appeal to the green fingered, as well as the bloody minded out there. Why, it's just like taking a strimmer to all those nasty little weeds! Only weeds don't scream so loudly, or make quite the same kind of mess.

### ROCKET LAUNCHER

KABOOM! Whatever you do, don't let this thing off close to a wall. It's likely to do you just as much damage as the thing you're trying to hit! The instruction manual says it can "turn one bad dude inside-out." Enjoy your lunch.

### SHOTGUN

Obtaining the shotgun for the first time is kind of like discovering an oasis in the middle of a desert. Such relief! Imps require around five shots from a Pistol to fall. A Shotgun blows them away in one!

**BFG 9000!!!**  
Nirvana.

# REVIEW

## SUPER NINTENDO

ENTERTAINMENT SYSTEM

### HARD TO BEAT

Succubus, Incubus, Belial and the like have not the faintest understanding of our earthly needs. Otherwise they would have incinerated the erstwhile Marines' supplies long ago...

THE  
**MEAN**  
MACHINES  
ARCHIVE



#### MEDKITS

Two sizes. The smallest, a Stimpack, only patches you up for a while. Roll over the full-blown article however and you become Captain Healthy once more.



#### ARMOUR

Again, two types: One lightweight, or 'Security,' the other heavy duty, or 'Combat.' The former, coloured green, lessens the damage of most body blows. For ultimate protection, however, you need to look out for the blue-coloured Combat gear, to deflect the kind of assault coming your way deeper into the mission.



#### BERSERK PACK

Scary kind of picnic basket. Chow down on its contents and you become empowered with a berserker rage – a monster adrenaline rush – under the influence of which your fist deals more damage than a shotgun wound. These packs also completely heal the wounded.



#### BACK PACK

Contains, and enables you to carry, more ammo. Always worth checking out even if you have one already, to increase your storage capacity.



(ABOVE) Collect a Blur Artifact to become partially invisible! Unfortunately its life-saving effects don't last long.



#### RADIATION SUIT

Wade through the radioactive rivers, that ooze through the complex, without fear of losing your skin! Really, the toxins are so potent in these places that even the suit's effectiveness is extremely short lived.



(ABOVE) Soul Spheres are hard to come by, because they double your health!



#### LIGHT AMPLIFICATION VISOR

Ignorance is bliss, as they say, and it's true some demons are best left unseen. Still, shedding infra-red light on your enemy offers a tactical advantage for a while. It all adds to the claustrophobia, don't you know.

### COMMENT



Amazing. Doom on the Super NES is so much better than anyone could have predicted and I can't really add that much more to what Paul has already

#### ANDY

said. If there is one gripe it has to be the lack of a two-player mode, but then you've got to consider that most other shoot 'em ups are single player and that Doom is probably the best shooter the Super NES has ever seen. So, with that in mind, the lack of a versus mode becomes a very small concern indeed. In short, after playing Doom other shoot 'em ups begin to look just a bit sad. You simply must own this game, it's fantastic.

## PENETRATION

So Doom is just 'kill or be killed,' right? Well almost. Fact is many areas remain closed to your bad self until the right button is pressed, or the relevant switch, er, 'switched.' And they're usually the most lucrative. Door keys are usually found at the far opposite end to where the host lock is waiting. So too are the colour-coded security passes, which serve a similar purpose. Occasionally the only key you require to a door is a spot of detective work with a small amount of intuition. We're talking secret doors here – behind which are untold treasures. Some surface areas are not as they seem either. When the relevant catch is triggered they become lifts, or cause intricate sections of floor to fall away. For the ultimate dare, chance your arm through one of the Teleporters, another form of access. If you don't, the demon hordes are sure to seek you out via the same route anyway!



(ABOVE)  
Can I have my ball back please?

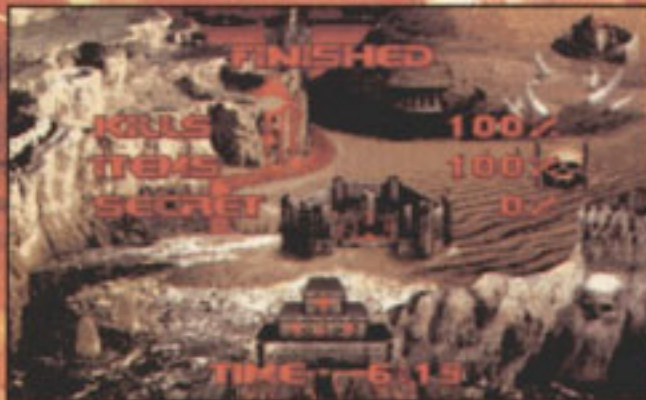
## SEARCH AND DESTROY

Unless you have a photographic memory, or work for the Ordnance Survey, you are going to get lost. No worries. As a Marine, you are equipped with a portable Automap which creates an accurate plan of those areas already visited. A specialist chip – the Computer Map – enhances the Automapper to include those areas you haven't seen. Automap is especially clever as it allows you to walk around while viewing your progress courtesy of its wire frame presentation.



## SHAKE APPEAL

That same CPU which controls your Automap also keeps record of the number of kills, secrets found, plus the time it took for you to exit. All this information is downloaded into the exit gate terminal then displayed for your viewing pleasure. If you know it's going to be embarrassing, make sure there's nobody else around at the time!



Fresh from gorging on an avocado, and without washing their hands first, the Barons of Hell attack!

The entire middle section of this room comprises of undulating blocks. When was the last time you ate?

### BREAKDOWN

STRATEGY	■	■	■	■
ACTION	■	■	■	■
CHALLENGE	■	■	■	■
REFLEXES	■	■	■	■
ORIGINALITY	■	■	■	■
	LOW	FAIR	GOOD	NICE

### LONG-TERM INTEREST

HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	■
MONTH	■	■	■	■
YEAR	■	■	■	■
	LOW	FAIR	GOOD	NICE

### GRAPHICS

▲ You have never seen anything like it on the Super NES! Convincing, cold, dark corridors are drawn quickly without the slightest glitch. Avoid falling off your chair, trying to peer round corners!

**96**

### SOUND

▲ For those people who find the sound of gun fire sexy, Super NES Doom is a XXX rated experience!!! Award-winning music.  
▼ The absence of sound in some cases is annoying – where enemy fire is inaudible.

**92**

### PLAYABILITY

▲ Strikes the perfect balance between all-out carnage and intelligent game play. Doom's first-person perspective makes it all too real!  
▼ Not so unpredictable.

**93**

### LASTABILITY

▲ On the harder difficulty settings, Doom is unfeasibly tough. You won't believe the vast wealth of secrets available!  
▼ Lack of a two-player option closes the door on head-to-head seek and destroy.

**90**

### OVERALL

Makes a man of your Super NES, and a meal of the 32X. A killer game, whichever way you look at it!

**95**