

HOST: Welcome one and all to Mods A Minute! My name is (INSERT NAME), and I will be your host today. In this segment, I will attempt to analyze and review a mod in five minutes, split into five categories, and timed in one-minute intervals. My goal is to beat the clock for each interval. Today's mod will be Brutal Doom.

PREMISE

Get Ready! GO!

Host: Premise! A Brazilian modder who goes under the alias Sergeant Mark IV apparently didn't think that the 90's classic, DOOM, was violent enough. He took it upon himself to spend the next several years alleviating that issue. The mod has been in the works since 2010, and is currently in the beta for its 21st version. Despite still having tons of hours of work dedicated to improving it, it has already won some major awards in the modding community, including the first Cacoward in 2011. In fact, some gameplay features that the mod added were later cleaned up and utilized in the 2016 DOOM sequel-but-not-a-sequel. Even John Romero, who was on the original DoOM development team, sang his praises for this mod. Is John Romero even a meaningful endorsement anymore? Daikatana WAS a thing, after all... Anyways, Done! Child's play!

ADJUSTMENTS

Get Ready! Go!

Host: Adjustments! Just so we're clear, you can paint the walls red with demon gore. This isn't your dad's Classic DooM. This is BRUTAL DooM. While this mod is primarily a gore mod, it adds so much more than senseless violence and carnage to the game!

Entire enemy behaviors have been completely reworked! Imps will slash at you, Cyberdemons can crush you under their foot, and most enemies even have horrifying finishing moves that they can now practice on you. However, you can return the favor! You can do anything from ripping their heads off to tossing their entire body through a glass window. You can blow a hellspawn's limbs off, and they will keep coming for you until they bleed out. You can kick enemies in the groin, and even flip them off, both of which influence enemy behavior.

But I wouldn't advise doing that to the Cyberdemon. Nope.

You can now score headshots, and the game even includes new weapons, like an assault rifle, and a BFG10K. You can even dual-wield some weapons for even more death and destruction. If THAT'S not enough, there's even an 18-barrel Gatling GATLING gun. Overkill! The game also gets a beautiful graphical overhaul, and a nice new set of crisp sound effects. Doomguy even gets a voice actor. In addition, the mod allows you to recruit fully voiced marine allies, who will help you annihilate the hordes of Hell should you rescue them. You can order them

around if you want to enhance your experience with some tactics. Oh, and you can now drive tanks. Done!

IMPACT

Get Ready! Go!

Host: Impact! This mod basically makes the game into Doom 2016, with the graphics and level design of Classic Doom. You can actually load most .WAD files with Brutal Doom, basically meaning that you can play Chex Quest with Brutal Doom if you wanted to. Why any sane person would do that is beyond me, but you can do it! It adds much more depth and strategy to Doom with the new enemy attacks and AI, and with the commandable friendly marines who you can rescue and order around. I am not going to lie: Brutal Doom is a LOT harder than vanilla Doom, and this actually makes some of the .WADs impossible to complete. I can guarantee that you WILL die a LOT. This isn't helped any by the fact that you now actually have to reload your weapons, unlike the base game. You also have to spend time aiming at specific enemies and body parts to kill them quicker or easier, rather than just aiming in their general direction to eviscerate them. There are, however, some anti-frustration measures implemented. The pistol that you start with is replaced by an assault rifle, which you can dual wield upon obtaining a second one. To its credit, however, the pistol is upgraded to what is essentially a .50 caliber hand cannon that can be dual wielded. This mod

keeps the level design, some mechanics, and a bit of the graphics from the original game, but that's about it. I mean, I guess the music is the same, but even that can be modded to be more, well, Brutal. Everything else is changed, and honestly, is it for the better? I guess we'll find out in a moment. Done!

NONSENSE

Get Ready! Go!

Host: Nonsense! Like I said, this mod makes the game a lot harder, which can be a huge dealbreaker for casual players. There IS a "power fantasy" difficulty setting in which there are as many enemies as on the hardest difficulty setting, but they hit for only 25% of the normal damage that they deal, but honestly, the difficulty's name alone feels condescending. Honestly, this mod mostly just turns Doom into those infamous Doom Comics thanks to all of the references strewn about in it. It makes Doomguy seem more cartoony and akin to the action hero of a cheesy b-movie, because that's exactly how Doomguy in the comics were portrayed. But Yes, you DO get to "Rip and tear" with a berserk pack, and the BFG10K is pretty cool, but the whole thing can seem like overkill at times. It's like someone took a good idea, and kept adding, and adding, and adding, and adding. Until it barely resembles the original idea. Oh, and with all of the extra particles required to mutilate enemies and make the ceiling literally drip blood, good luck if you're

playing with a keyboard and mouse. This mod WILL microwave your hand if your computer can't meet its graphical and processing demands efficiently. Not that playing with a controller is much better. There's not NEARLY enough buttons on any controller to cover EVERY single action and maneuver that you can perform in this game. I found myself mapping out my Xbox Elite controller the best that I could, but half the time, I would have to quickly switch to the keyboard to turn on my in-game flashlight. In one instance, I died because I couldn't put down my controller and hit the "G" key fast enough to lob a grenade at a crowd of enemies. The controls are more or less a case of "pick your poison". Done!

THOUGHTS!

Get Ready! Go!

Host: This mod, all in all, is great if you love nonstop carnage, and want to turn the legions of Hell into Swiss cheese and blood sausages. It, to my knowledge, is the most prolific and iconic DooM mod. If you enjoyed DooM 2016, but miss the nostalgic graphics and music of the original game, give this mod a try. Even if you just want more of a challenge, this mod goes far beyond just giving the enemies more health and increasing their damage output. Additionally, this entire mod isn't an all-or-nothing deal. There are some parts of the mod that you can disable. You can even turn off the blood altogether, or, y'know,

do what I did, and crank the gore up to "comical levels". Brutal DooM is NOT for everyone, and it will overstay its welcome for some. However, if you choose to play it, you will find that it certainly lives up to its name. It is DooM, and it is brutal. Without mercy. But you. You will be worse. Rip and tear, until it is... Done!