



# Visions of Eternity

An episode for Doom by Tobias Münch

# Hellcome!

The loathsome Spiderdemon that masterminded the invasion of the moon bases and caused so much death has had its ass kicked for all time.

A hidden doorway opens and you enter. You've proven too tough for hell to contain, and now hell at last plays fair -- for you emerge from the door to see the green fields of earth! Home at last.

You wonder what's been happening on earth while you were battling evil unleashed. It's good that no hellspawn could have come through that door with you...

Suddenly you hear a scream. The green fields of earth begin to fade, a memory shattering like broken glass. Was it merely a dream? Dazed and baffled you look around. You see walls coated with plastic panels, dull fluorescent lights in the ceiling. Sights all too familiar to your tired eyes.

Slowly memory is coming back. You remember being close to your goal. You could already smell the ultimate evil lurking just around the next corner. However all the constant fighting, the nightmares of the moon bases and hell had drained your energy. You were exhausted, your eyes were heavy. Then things began to get weird. You felt a flash, your eyesight dwindled, but you were determined to get on. Then you faced the mighty Spiderdemon...was it a dream already?

How did you get here? The last thing you could remember was the hot air of hell, the smell of rot and decay. Now you're in some sort of base again. Did hellspawn take you here while you were unconscious?

Again you hear a scream. A painful scream, emitted by something more dead than alive, more hellspawn than human. You startle. You know these sounds too well. They belong to those soulless zombie soldiers that were once the crew of the moon bases. You slaughtered hundreds of those on your way.

Getting up slowly, you realize that your weaponry is gone. You look around. Just around the next corner lies a dead marine. Terror overcomes you. You've seen too many of your buddies lying lifelessly on the floor lately. Calming down the demons in your mind, you head over to the corpse and acquire a pistol.

You start to explore your surroundings carefully.

There's no doubt, this has to be another UAC moon base. You don't know which moon it is. The UAC has bases on nearly all moons of the solar system. But in the end, it's irrelevant where you are, you need to find a way out.

Screams fill the corridors, mixing with the ambient sounds of the base, the computers, the ventilation system, forming a dense wall of sound. When you listen closely, you think that you can make out mutterings, but that might just be a trick of your brain.

You head on over to a window and freeze in place. Your face turns pale as you recognize the awful truth. Yes, you've seen this before. There's no doubt. Never will a natural atmosphere be of this colour, never will it show the streams and whirls of energy, forming demons out of clouds. Hell is here, and you're stuck in it again.

Your head fills with all kinds of panicky thoughts while you try to find a way through the maze of sounds that surrounds you. Demons are yelling at you...from the outside, or from inside your own head? Forcing yourself to calm down, you realize that once again the only way out is through. Hell is not beaten yet, it's lurking around every corner, but you're determined to find the source of evil and end this nightmare once and for all. It's not over yet...



e5m1

# Terminal

This is where it all starts. Legions of hellish demons are waiting to feast on your flesh and bones. But actually, the area that you find yourself in upon entering looks rather peaceful. You can bet your bottom dollar though that it won't stay peaceful for long.

## TRIVIA

Since I didn't like my original e5m1 anymore, I built this new one in autumn 2013. The map was completed in two days. Little did I know that this would ignite a mapping spree that would replace two other maps as well.

## WHAT TO LOOK OUT FOR

Two secret areas can be seen right at the start of the map: One containing a chaingun, the other a green armor. Look out for hidden paths to these areas!





e5m2

# Dump

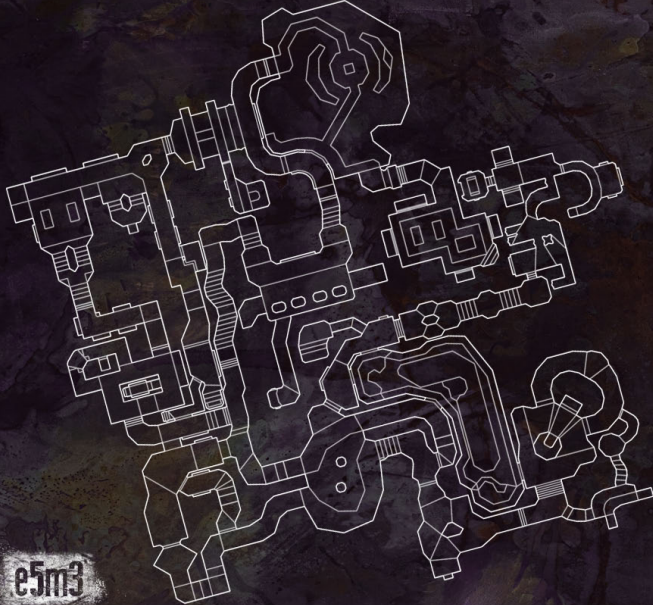
The exit directly in front of you, yet inaccessible. Who designs a place like this after all? And the fact that half of the base is filled with green goo sure isn't going to make things any easier. The monsters don't seem to mind wading through the poisonous liquid, but you'd better find some radiation suits to get through this alive.

## TRIVIA

This is the second map that I built for the episode in 2013. Its working title was "Nukage", for obvious reasons. Before, e5m2 was to be a guest map by Pablo Dictter, who still contributed a lot as a test player/critic.

## WHAT TO LOOK OUT FOR

The eastern part of the map is shaped like a loop and you can choose one of two ways to work through it, but don't forget to bring a blue key along!



e5m3

# Processing

## TRIVIA

This level is probably the closest to episode 1 style that I've come in this episode and a map that I am very proud of. Prepare for an unrelenting fight that echoes the best of "Knee Deep in the Dead"!

"Processing" says the sign at the entrance to this area. You misread it for "possession" and can't help but chuckle. However, the first possessed human around the next corner quickly brings you back to reality.

## WHAT TO LOOK OUT FOR

There are no less than seven secrets in this map. Go find them all!



e5m4

# Plant

Yikes, even more of that green stuff. At least it's contained in basins and you don't have to care much about it. Its fumes corrode your throat and smell nasty, though not as nasty as the rotting flesh that's all around you. You pump another round into your shotgun, ready to bring some more death to the undead.

## TRIVIA

I kept returning to this map to change things here and there, up to the point of replacing whole rooms. I did this with all of the older maps, but especially so in this map.

## WHAT TO LOOK OUT FOR

There's a plasma gun high up in a nook of the outdoor area. But how do you get there? Seems like you'll need to do some exploring.





e5m5

# Lab

It feels like it's becoming colder. Your breath is visible and the steel panels of the walls exude a chilly atmosphere. And you always thought hell was a hot place... The base looks bleak, the only dots of color in it are those pink demons and the red blood that splatters on the walls when you pump your rounds into them.

## TRIVIA

Like with many of the older maps, I went back and changed a lot of the texturing and details in the final stages of development. The cold texturing is the common theme of this map.

## WHAT TO LOOK OUT FOR

This map is pretty much straightforward. There's a secret area behind some bars near the start, but it may take a detour to reach it.



e5m6

# Quarters

Even if this area once held the crew quarters, you bet that there are no live humans to be found. More likely, there will be a horde of former humans waiting for you. Seems like they redecorated the place too. This looks different from the earlier bases. Are you getting closer to hell or are you just slowly going insane?

## TRIVIA

This was the last map to be built for the episode. The working title was "Moscow", for inexplicable reasons. The graphical style here is reminiscent of Doom's episode 2, and it gets more hellish along the way.

## WHAT TO LOOK OUT FOR

The main part of the map is interconnected in various ways, while the northern part is rather straightforward. You don't have to pass through all areas to finish the map, but do you want to miss out on the fun?





e5m7

# Descent

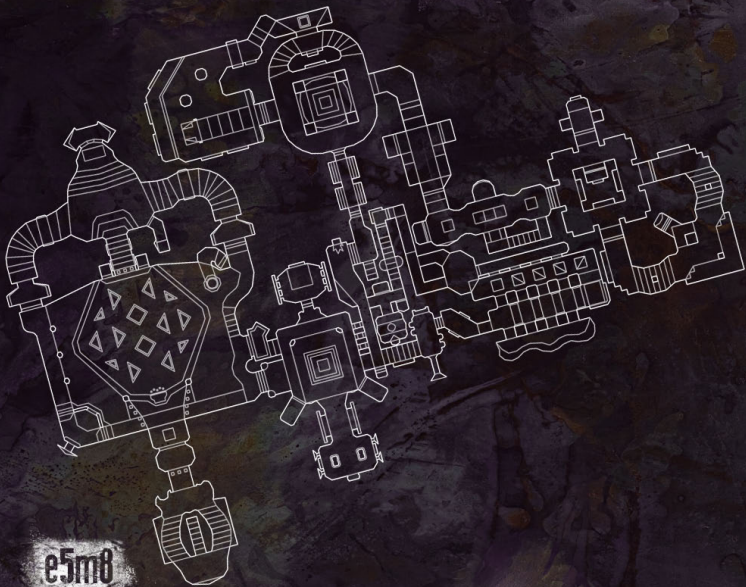
It's an epic journey and nothing less. A strange land hovering in the sky; this map takes you from a fortress through a canyon, across a graveyard and into the depths of a crypt, where you may finally find the gates to hell. But beware, for they will be guarded fiercely by unholy creatures.

## TRIVIA

This map was originally built for the abandoned project "The 9th Gate", which is also the reason why it strays a bit from the style of the other maps. It may also be one of my largest maps to date.

## WHAT TO LOOK OUT FOR

Apart from the strange sight of guard towers hovering in the sky and other peculiar sights, this map contains a path to a hidden land, which will only be found by the most inquisitive of minds.



e5m8

# Visions

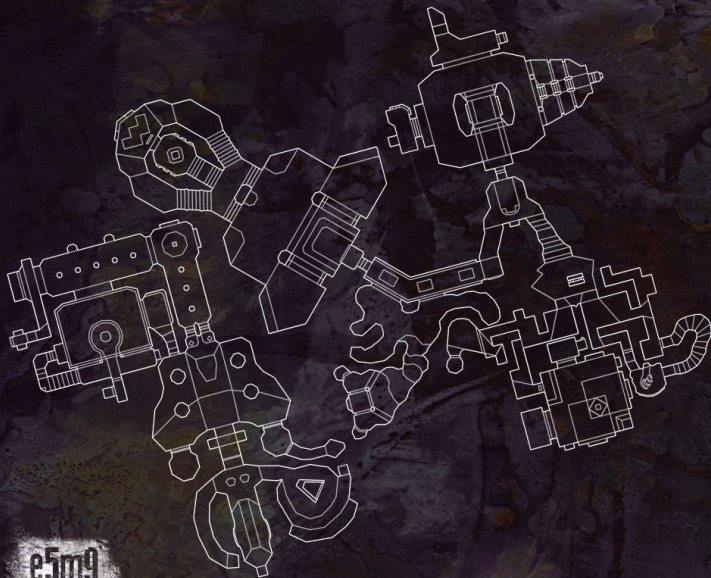
Everything must come to an end. After you've made it this far, you now have the chance to end this nightmare once and for all. The hellspawn won't make it easy for you though, but you are determined to send them back to where they came from. Go and show them real hell, or else they'll show it to you.

## TRIVIA

The wicked sector actions near the end of the map were done with regular Doom functions. No unholy magic at work here.

## WHAT TO LOOK OUT FOR

While this is not a classic boss map, you will still need some skill to get through this. Snatch up all equipment that you can find!



e5m9

# Hideout

What's this? A trap? They promised you huge amounts of gold and weapons, or maybe that was just in your dream? Better check this place closely and see what it hides. It seems like someone was here before you though...

## TRIVIA

This map was in parts assembled from various old bits, and it shows in the variety of themes. They do kind of blend well together though.

## WHAT TO LOOK OUT FOR

It's a secret map and thus it's full of items to help you on the rest of your quest.



