DOOM TOWER

"Adding a dash of madness to your science since 1953"

Game Overview

Goals

Goal #1

To create a living simulation of a mad science factory

Goal #2

To create a working game in a week

Goal #3

To create an altar in Jerusalem over the site of the Inner Temple dedicated to the glory of GnomeLogic

Common Questions

What is DOOM TOWER?

DOOM TOWER is the answer to a question: where the hell did that mad scientist get a black-hole-in-a-box?

Where the hell did that mad scientist get a black-hole-in-a-box?

DOOM TOWER, America's leading creator of cosmic calamaties.

Where is DOOM TOWER?

DOOM TOWER is located in a secret facility somewhere in Fairfield, New Jersey.

Why are we making a DOOM TOWER video game?

So everyday Americans can enjoy the thrills of mad science without worrying about oppressive government intervention.

What can the player control?

Hiring and firing employees, DOOM TOWER expansion, acquisition of new technology, and workplace flow.

What is the player's goal?

To utterly dominate the world of mad science related products and services.

Why not just play THEME HOSPITAL?

Shut the hell up

DOOM TOWER
"Now with 18% more maniacal cackling than any other leading provider of mad science"