Caco's Brutal Doom
Courtesy Bob
via Sergeant Mark IV

Are you an old timer like me? Remember the very first "real" FPS to hit the market in 1993? Have you ever heard of "Brutal Doom", which is the most amazing way to relive those days? Brutal Doom is an expansive mod package for the original id Doom series by an extremely cantankerous and much-loathed iconoclast named Sergeant Mark IV. This package adds all kinds of graphical upgrades, weapons, lighting effects, explosions, gore, and brutalities to this old and archaic game. Below are links to replicate the extremely simple, but effective, modlist that I have been playing for the past few weeks. You'll need a copy of the DOOM 1 Full Retail WAD to start, then with a little judicious Googling, install the packages below. The load order in the ZDL Mod Manager should match the order of these links precisely. Another tip: This package is pretty low spec, so specify High Performance in your GPU settings, or the driver will tend to think nothing is happening and throttle the card, leading to bad stutters.

https://github.com/coelckers/gzdoom/releases/download/g4.7.1/gzdoom-4-7-1-Windows-64bit.zip
https://gamebanana.com/tools/download/6448
https://www.moddb.com/mods/brutal-doom/downloads/zdl-final-fixed-version
https://www.moddb.com/mods/brutal-doom/downloads/brutal-doom-v21-beta
https://www.moddb.com/mods/brutal-doom/downloads/doom-metal-soundtrack-mod-volume-5
https://www.moddb.com/mods/hoover1979-ultrahd-doom-texture-pack/downloads
https://www.moddb.com/mods/brutal-doom/addons/upscaled-sprites-for-brutal-doom-v21-gold
https://www.moddb.com/mods/brutal-doom/addons/dox778s-personalized-brutal-doom
https://www.moddb.com/addons/catsvisor-hud-12-for-bd21-more-widescreen

Yours,
Cacophony
#1Good Jobber