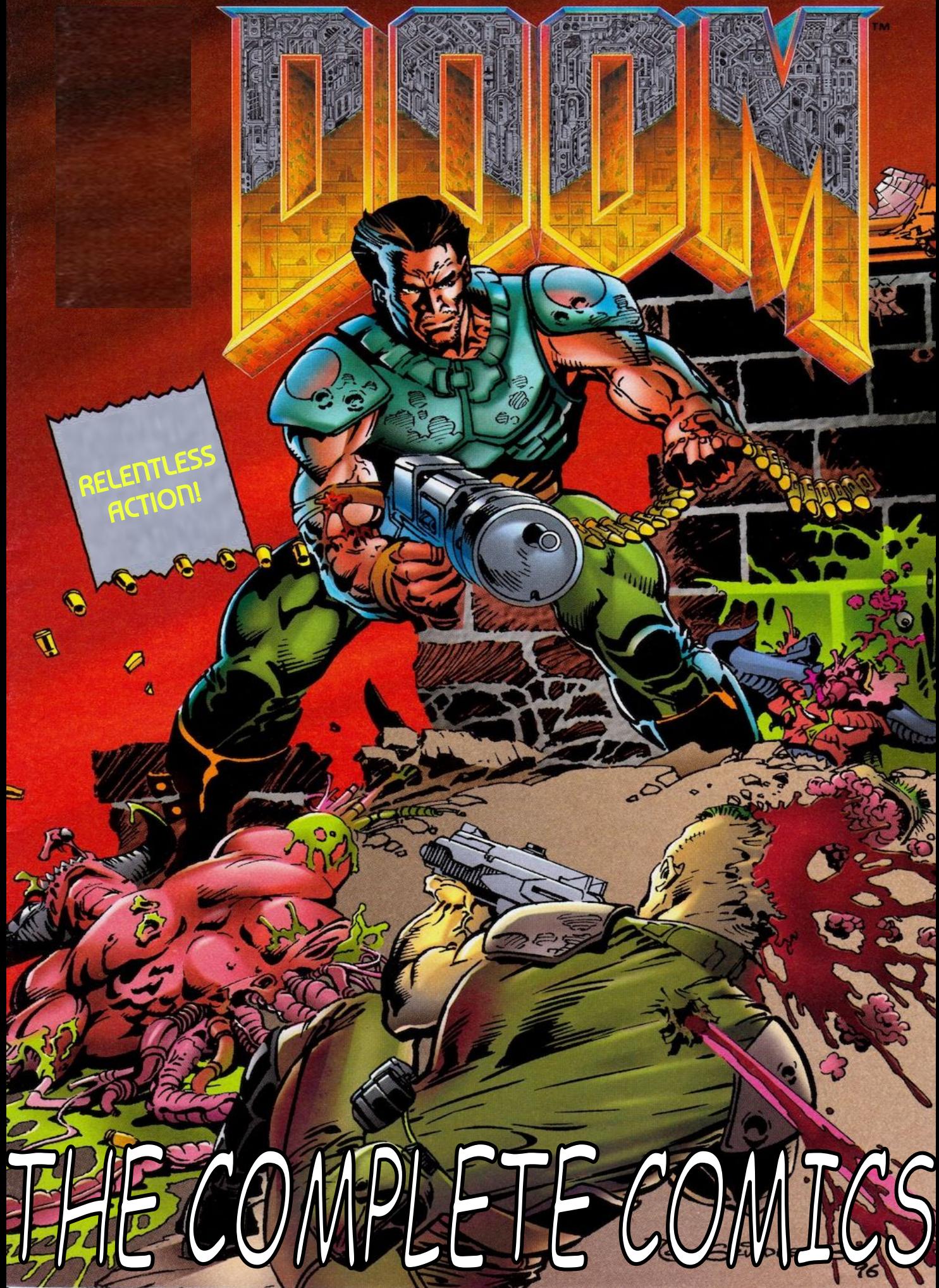


Consider yourself **WARNED!!** This book contains scenes of graphic violence!

DOOM

RELENTLESS
ACTION!



THE COMPLETE COMICS

DOOM

THE COMICS

Introduction by Cyb - [Page 3](#)

DOOM Comic - [Page 4](#)

DOOM 2 RPG Introduction- [Page 21](#)

DOOM 2 RPG - [Page 23](#)

The Green Pile Introduction - [Page 40](#)

The Green Pile - [Page 41](#)

Extras - [Page 69](#)

The DOOM Comic Written by:

Steve Behling and Michael

Stewart

Illustrated by: Tom Grindberg

DOOM 2 RPG Comic

Written by: Katherine Anna

Kang

Illustrated by: Jonathan Lane

The Green Pile

Written and Illustrated By:

Silverwyvern

DOOM®, DOOM® II, The Ultimate DOOM®, Final DOOM®, DOOM® 64, DOOM® 3, DOOM® 3: Resurrection of Evil, DOOM® 3 BFG Edition, DOOM® 2 RPG, DOOM® VFR, DOOM® for Switch, DOOM® Eternal, © 1993-2021 id Software LLC, a ZeniMax Media company. DOOM, id, id Software, id Tech and related logos are registered trademarks or trademarks of id Software LLC in the U.S. and/or other countries. Bethesda, Bethesda Softworks, ZeniMax and related logos are registered trademarks or trademarks of ZeniMax Media Inc. in the U.S. and/or other countries.

DOOM® Logo image from DLPpng.com. DOOM® 2 RPG Comic retrieved from file by Rusco Istar and Revenant100. DOOM® Comic from Doomworld Forums: 10 Years of DOOM.

Some time in 1996 a couple of guys got together and smoked what was apparently a large amount of crack and then injected pure heroin into their eyes and then proceeded to create what is now known only as 'the Doom comic'.

Say those three words (in that order) to any Doomer and they'll probably respond with one of the many taglines made famous by the comic. Throughout its sixteen pages of madness the main character (the Doomguy) utters many inane phrases while killing various hellspawn without so much as a second thought. Why he feels the need to talk to himself the entire time we'll never know, but I'm guessing he was smoking what the authors of the book were.

The great minds behind the comic include names like Michael 'Splatter' Stewart, Steve 'Body Bag' Behling, Tom 'Gallows' Grindberg and Edd 'Dead' Fear. The comic actually has two authors, which makes it all the more puzzling because I can't for the life of me comprehend how this work could possibly require two minds. Still, I supposed when you're working on something this awful you probably want to take a breather every few seconds to keep your brain from exploding.

Anyways, the basic plot (if you want to call it that) of the comic is a lone space marine on his quest for a gun. Oh, but not just any gun, *the* gun. The BFG, of course. Throughout his quest he happens upon smaller guns, which he uses to maim a variety of monsters including imps, specters, 'big-mouthed floating thingies', zombies and a variety of other generic monsters which could be anything really.

It should be noted, of course, that he goes through all this to get rid of a cyberdemon who has committed the heinous crime of *standing there and letting the marine punch him in his 'huge guts'*. Folks, you just can't make stuff like this up.

One of my most favorite parts in the comic is when the marine inadvertently falls into some radioactive sludge and suddenly, in the middle of a massive killing spree, starts to preach about how humans are ruining the environment and how we'll be leaving a destroyed planet to our children and our children's children. The whole panel is such a random segment from the rest of the comic, which provides wholesome family fun (in the form of killing shit) and then goes off on a tangential environmental crusade, albeit a pretty half-assed one.

Ahh, but I've blabbered enough about this comic. You're probably fussing in your seat by now (if you haven't skipped ahead) wondering what all this has to do with you. Well, we here at Doomworld think that this comic has been in the shadows far too long. We think that what is quite possibly the most hilarious piece of modern literature (intentionally or not) should no longer be constricted to its limited release. Thus, we present to you, in all its bloody glory, the Doom Comic.

[~The Doom Comic Revealed \(Again\)](#) by Cyb for 10 Years of DOOM on the Doomworld Forums

Consider yourself **WARNED!!** This book contains scenes of graphic violence!



MAY '96 #1

DOOM



KNEE DEEP
IN THE
DEAD!



Tom Grindberg G 96

WHO'S A MAN
AND A HALF? I'M
A MAN AND A
HALF! BERSERKER
PACKIN' MAN
AND A HALF!

THERE'S NOTHING WRONG
WITH YOU THAT I CAN'T FIX...
WITH MY HANDS!

DYNAMITE!

SPLATTER

WRITTEN BY STEVE 'BODY BAG' BEHLING AND
MICHAEL 'SPLATTER' STEWART

ART AND COLOR DESIGN BY TOM
'GALLows' GRINBERG

LETTERING BY EDD 'DEAD' FEAR

EDITED BY THE SLAUGHTERHOUSE 3.

BASED ON ID'S DOOM AND DOOM II.

SPECIAL THANKS TO MIKE 'WIDOWMAKER'
WILSON AND THE CREW AT ID SOFTWARE.

BIG THANKS TO TONY 'KILLER KEE' KEE AT GT INTERACTIVE AND
ALISON 'GARGOYLE' GILL AT MARVEL NYC.

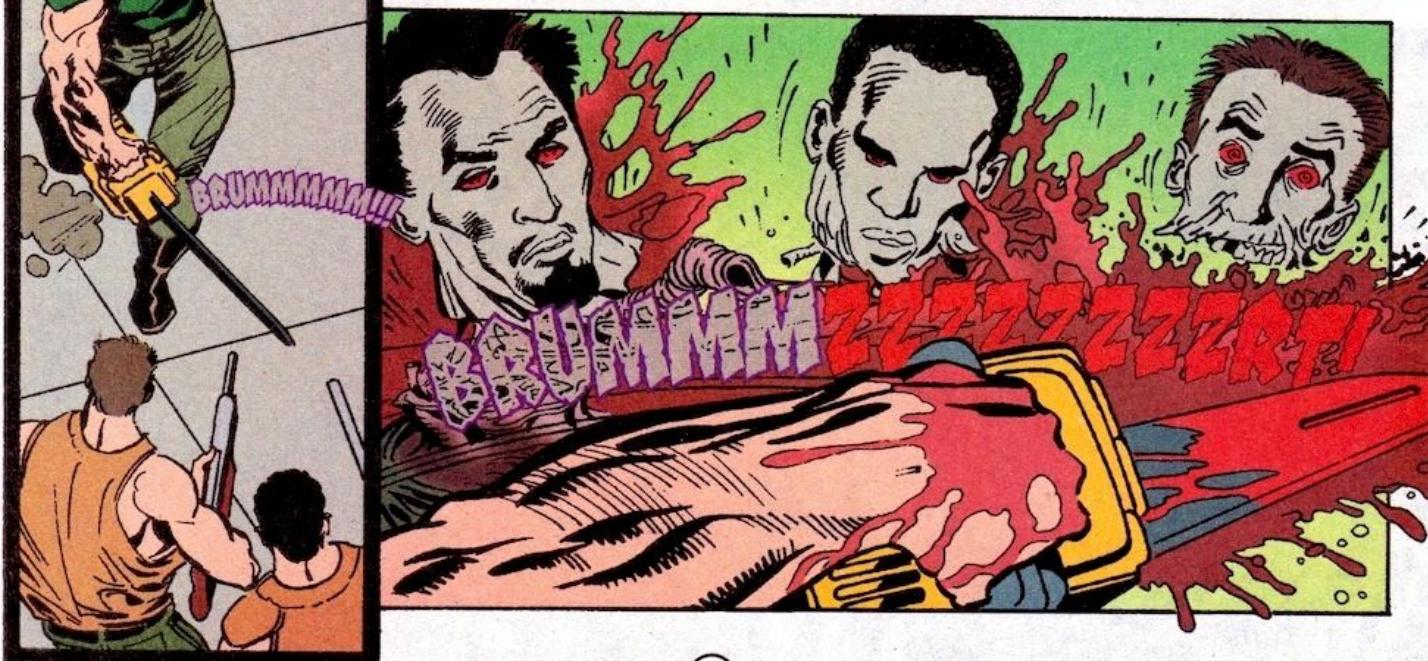
JUSTIN 'MESSACRE' MCGORMACK, JEREMY 'KIDNEY KOVE'
LISA 'INSTANT LOBOTOMY' LERTHERMAN, DANA 'MACHETE'
MORESHARD AND BOB 'INTERN' PROGOR ALL HAD SOMETHING
TO DO WITH THE CREATION OF THIS BLOODYFEST.



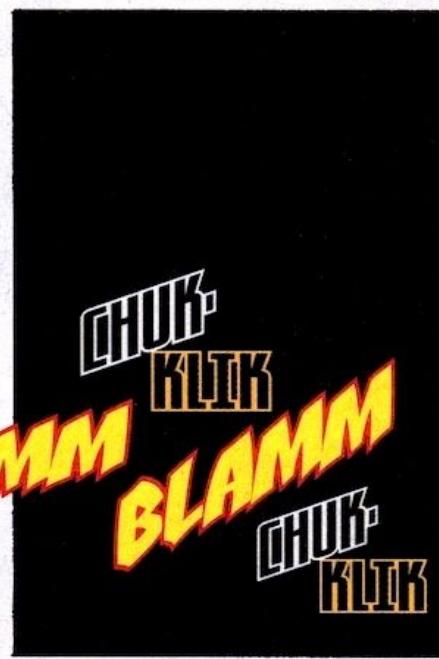
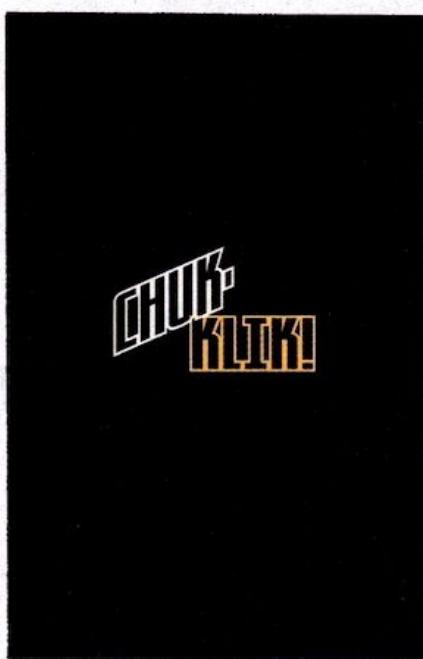


CHOO CHOO CHA' BOOGIE! CHOO CHOO CHA...CHOO CH...CHOO CHA...OH MY.





GOT A GUN.
NEED A BIGGER GUN.
MOVIN' RIGHT ALONG.





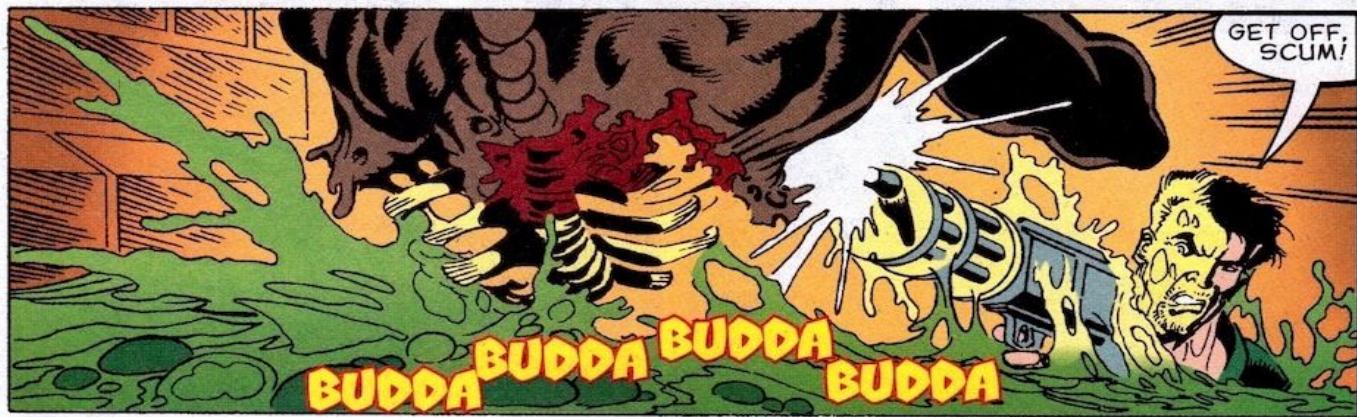




DANCE!
DANCE,
BONEDADDY!







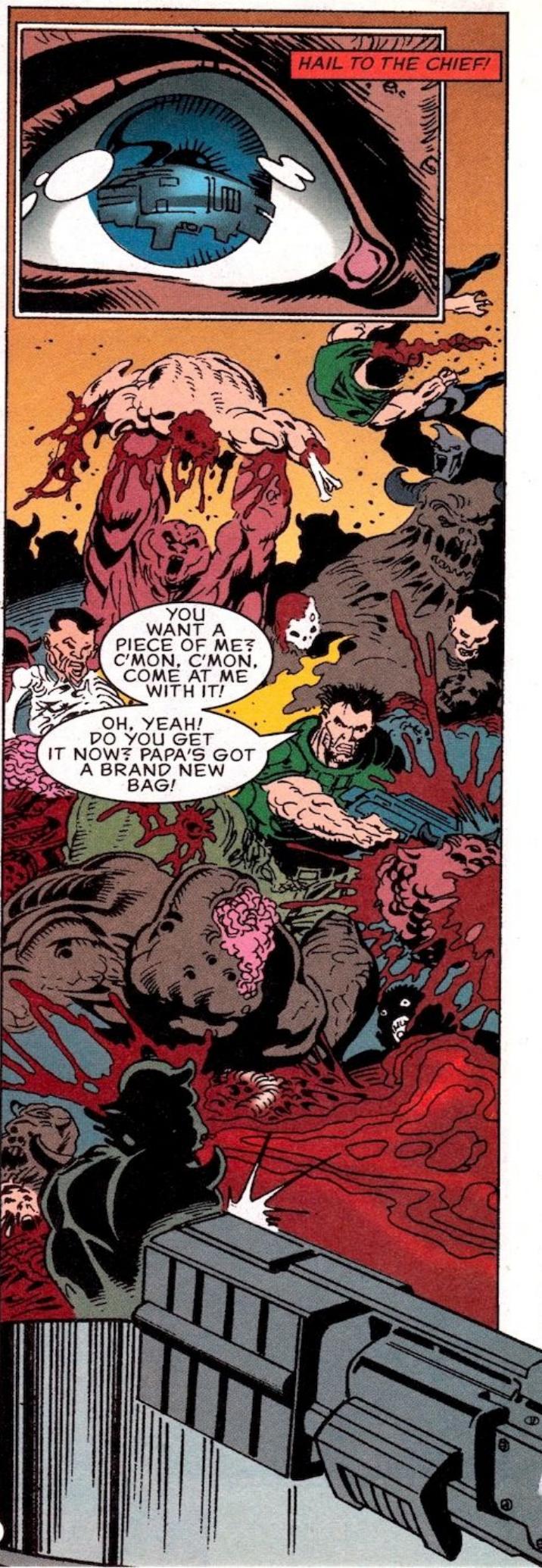




AND BABY, IT'S
ALL ABOUT ME!







DEATH SURROUNDS
ME. YET, IN MY HEAD
I HEAR SOMETHING
THAT SOUNDS LIKE
ANGELS!



LO, I HAVE FOUND
THE HOLY GRAIL
OF FIREPOWER!

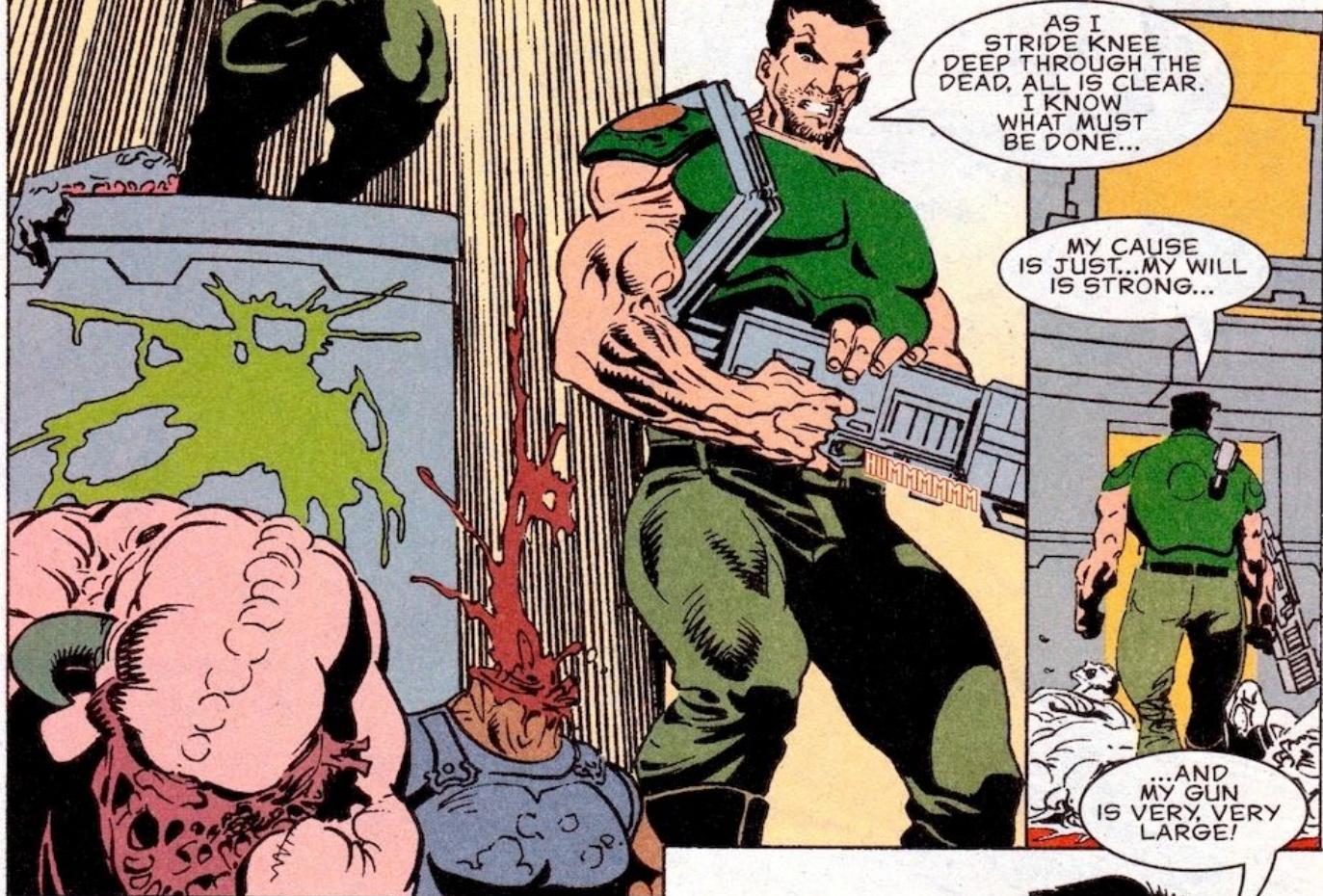


MINE EYES CAN BUT WEEP
AS THEY BEAR WITNESS TO
THE MAJESTY... THE BFG 9000!

AS I
STRIDE KNEE
DEEP THROUGH THE
DEAD, ALL IS CLEAR.
I KNOW
WHAT MUST
BE DONE...

MY CAUSE
IS JUST... MY WILL
IS STRONG...

...AND
MY GUN
IS VERY, VERY
LARGE!



HUMMMMMMM



SCANT SECONDS
LATER...

HUMPHH

LET LOOSE YOUR
VOLLEY OF DEATH,
CYBERDEMON! YOU
STRUGGLE IN VAIN!

VOOOOOOOMMMMPH!

WOOOSH!

HUMMMMM

RIGHTEOUSNESS—AND SUPERIOR
FIREPOWER—HAS TRIUMPHED!
THE FILTHY BEAST IS NO MORE!

VICTORY IS MINE!
YET EARTH RE-
MAINS BESIEGED
BY CREATURES
UNSPEAKABLY
FOUL. IT WILL TAKE
A STRONG MAN TO
BRING THE LIGHT
OF FREEDOM BACK
TO THIS PLANET.
A STRONG MAN
WITH THE BIGGEST,
BADDEST GUN IN
THE WORLD!

AMEN
TO THAT.

For the longest time, I always thought there existed 1 and only official DOOM Comic. After a tiny bit of research, I learned I was quite wrong. Let me bring you back to 2010. A year when the Burj Khalifa, the largest building on Earth was released to the public, the Vancouver Olympics took place and so many other things that come up when you search "2010" on Wikipedia. But, as some of you may remember, it was also the year that DOOM 2 RPG was released on the iPhone. This game was the sequel to the acclaimed DOOM RPG. It went mostly under the radar, with somewhat low ratings/downloads (I can't find a specific amount, but I'd say only a couple of thousand), and became almost impossible to get over the past few years. The DOOM Wiki page for the game is sort of a mess and on the discussion page, there is debate about what on the page is correct information and which isn't. It is also very rarely updated. Most people that played this game most likely played the Android or Blackberry version of the game (actually released before the iPhone version in 2009). But those lucky enough to Download it on iPhone were greeted with a pleasant surprise...

Another DOOM Comic.

That's right! Another DOOM Comic! It was a digital version only and was written by Katherine Anna Kang and illustrated by Jonathan Lane. Katherine Anna Kang was one of the lead creators of DOOM RPG and its sequel (and Wife of John Carmack). There exist 15 pages to the comic, and a cover, as well.

Since the game was taken off the app store, it was hard to find the comic all in one piece, but thanks to Rusco Istar and Revenant100, The whole comic can be downloaded on a ZIP file.

there is some backstory. I never played DOOM 2 RPG, so all my information comes off of the DOOM 2 RPG Wiki page which is heavily disputed as being true. But from my understanding, DOOM 2 RPG may or may not take place in the same universe as DOOM RPG, and if it does, it wouldn't have to have been played to understand the game. Also, from what I've got from the article, there are 3 protagonists you can choose to play as in the game, one female and 2 males (a marine and a scientist). all of them are featured in the comic as protagonists. At the end of the comic, it says to be continued. This is not in reference to their being a sequel comic. Rather, It is a prologue to the game itself, with the last panel apparently showing a portal to hell (If you've read the comic, I can assume you can tell what comes next).

It might act as a nice interlude between the 2 RPG games, but to me, it's a piece of DOOM History. I've always had a fascination with the DOOM Comic. This little piece of literature is such a great discovery and so, I'm happy to share it with you!

So there you have it. the lost DOOM Comic. No name to it, but there doesn't have to be one. it's great as is!

~Chip from a post on the Doomworld Forums, May 2021

DOOM

III
RPG



WRITTEN BY KATHERINE ANNA KANG // ART BY JONATHAN LANE

Captain's Log: November 20, 2146

Today marks the final day of my voyage from Mars. If I never set foot on that red planet again, it'll be too soon. It was disappointing to be re-routed to take a bunch of Marines to Earth's Moon, but within 24 hours, I'll be back home. Normally I'd be curious about the re-route of special ops muscle but I've seen too much. I should be thankful that no one tells me a damned thing. I guess ignorance really is bliss. Thank God this is my last drop. I can't wait to get back home.



Ladies, get civilized. We're here to find out what the emergency's all about. For all we know, this could be a political meet and greet... but I doubt it. Regardless, refrain from behaving like Neanderthals.



Whatever the UAC's doing must be air tight if the Marines are called out but don't have a clue what the emergency's about...

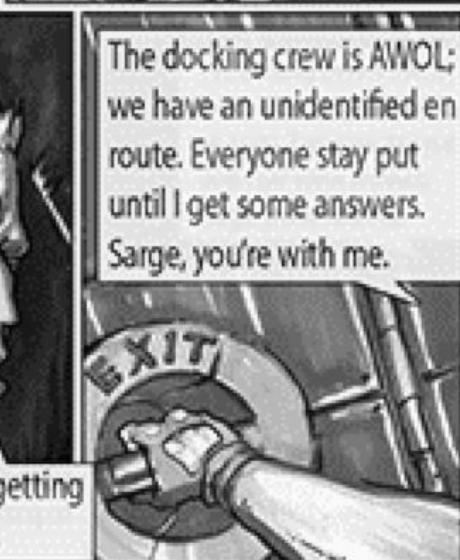
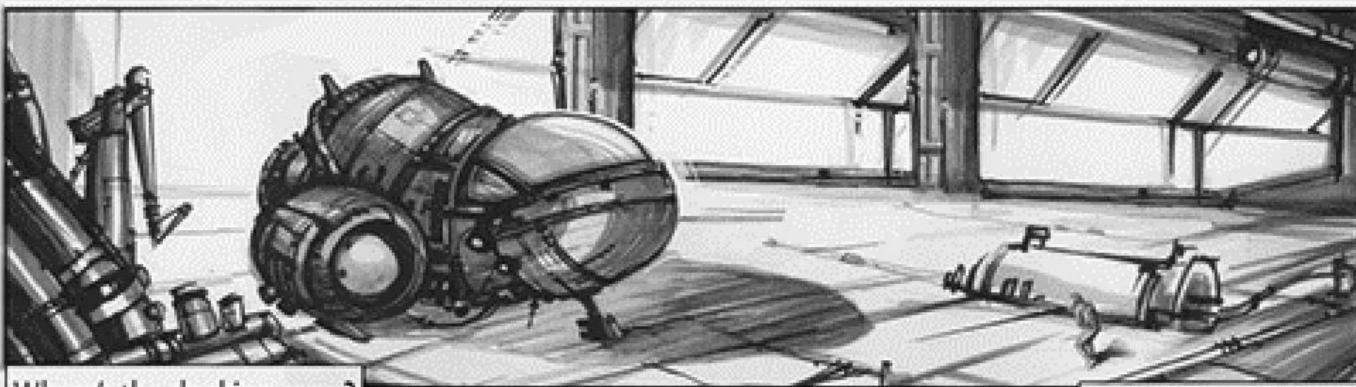


Approaching Tycho, Major.
ETA: Fifteen minutes.

Sarge, get them ready.



UAC LUNAR POST // 11.20.2146 // 18:45:13







I'm Caldex, head of Civilian Security Force. We were unprepared for the attack... didn't know what hit us. I think even if we knew an attack was coming, we wouldn't have stood a chance.

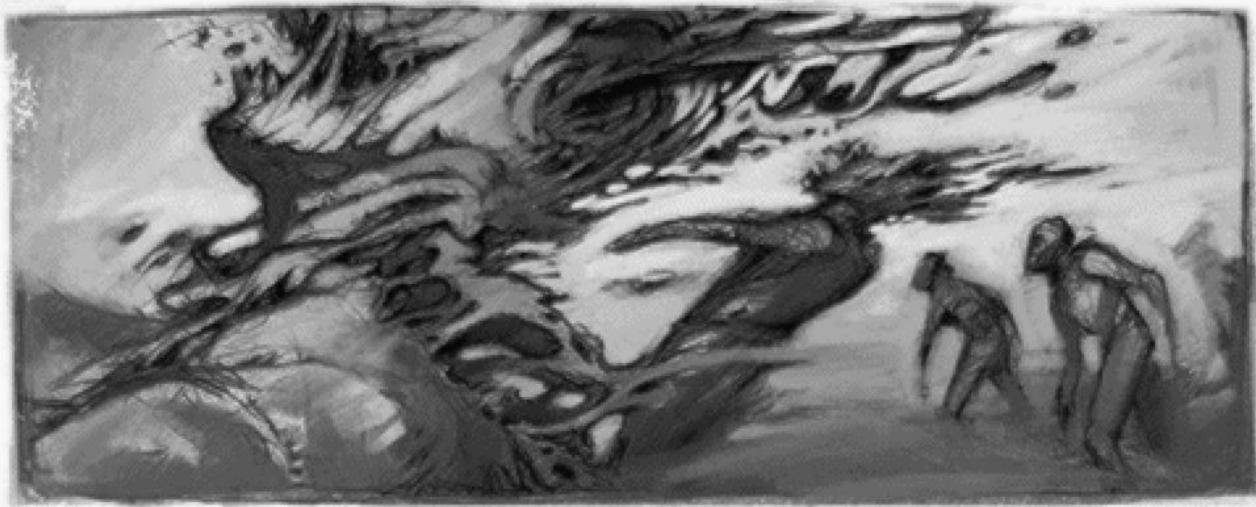
What exactly attacked you and why are you solo?

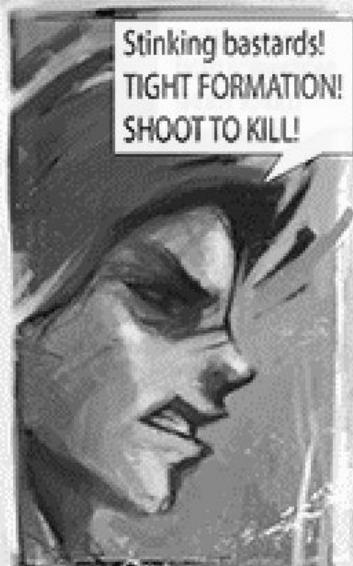
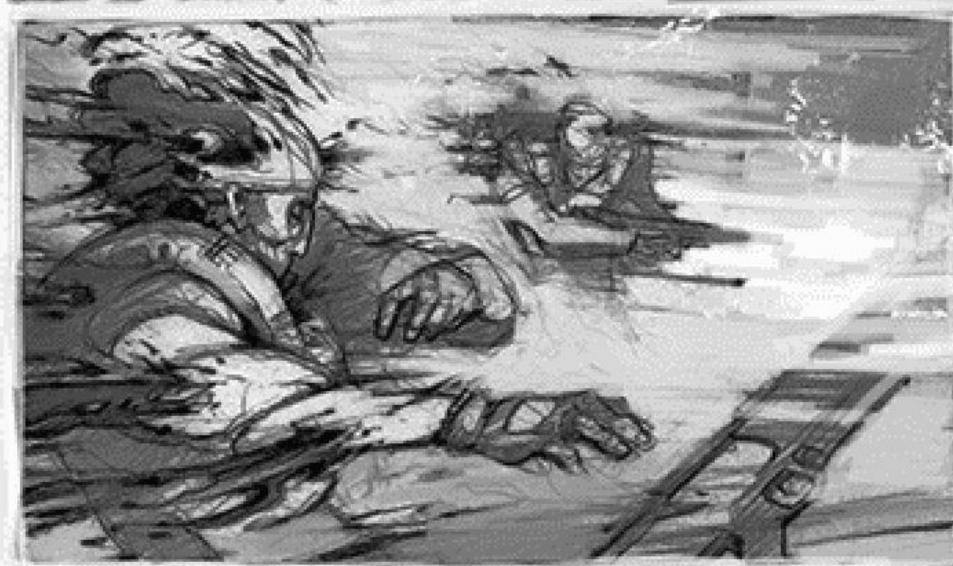
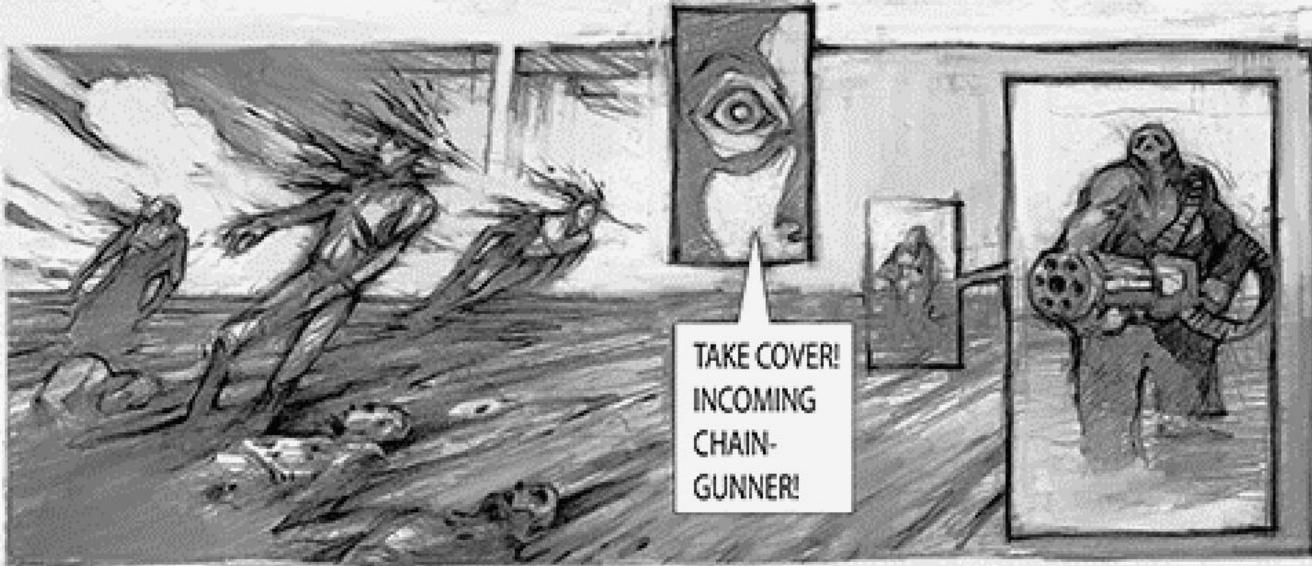
I don't know what attacked us. You wouldn't believe me anyway. I sent most of the survivors to Cichus and Kepler to warn the others.

So you're the one who sent for us?











Major, I don't know what these things are but body shots aren't doing much good. Head shots seem to be the only way to take them down.



I noticed that too. Call me crazy, but I think they're zombies.

RRAWRR!



Have you heard of the Mars Incident, Sarge?

The only thing I know is that there were no known survivors...



That's probably the most important thing to remember. It may keep us alive.



They're all dead... this was supposed to be a civilian outpost. Where did these things come from? Why didn't we get proper intel?

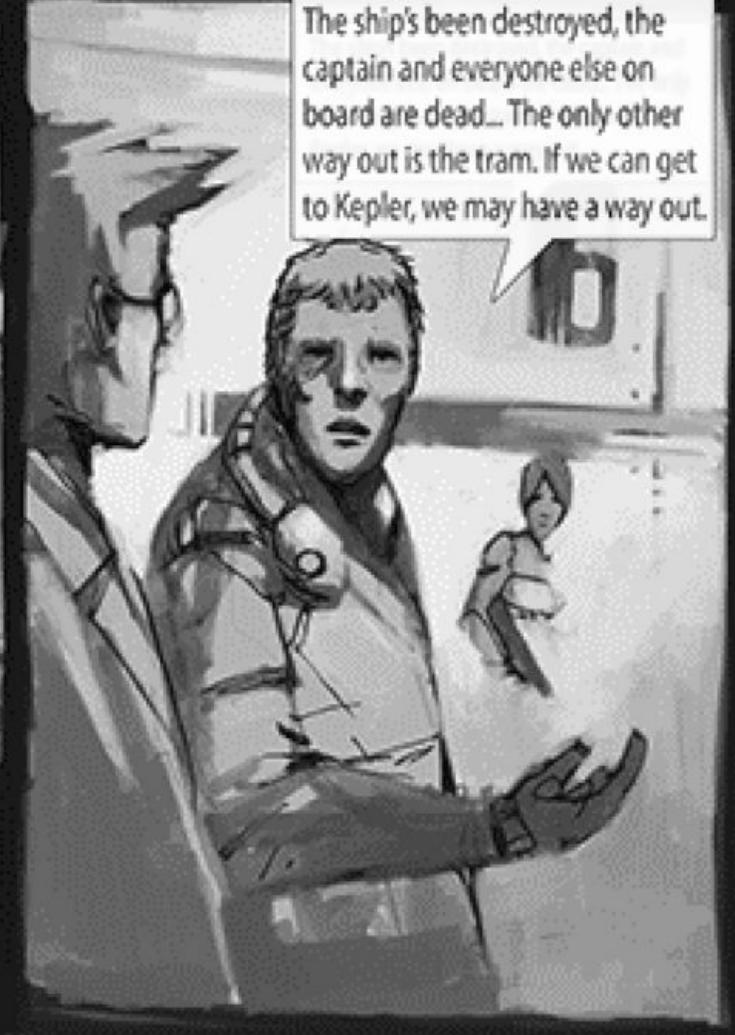


The UAC has been maneuvering their way into high military command for some time now. They get support when they want it, as they want it, and they don't tell us a damned thing.

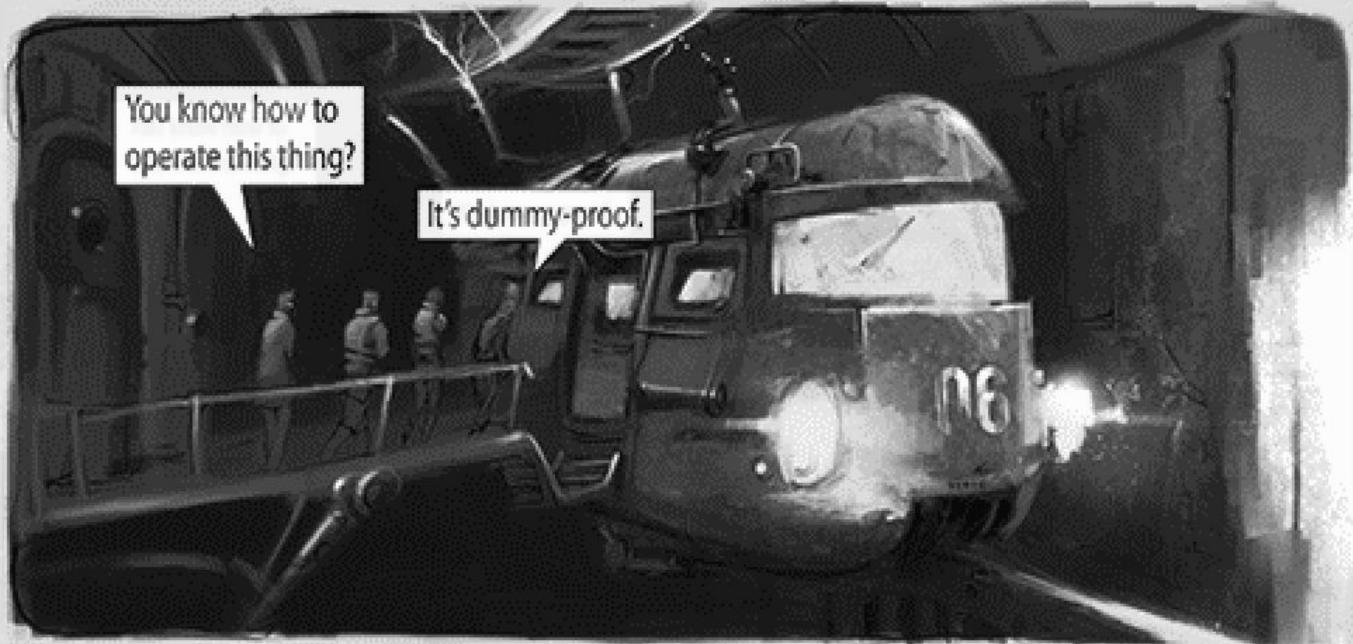


For all we know, these... monsters may have been a part of another military unit.

I don't have answers to your questions, Sarge. In fact, I have a handful of my own.



The ship's been destroyed, the captain and everyone else on board are dead... The only other way out is the tram. If we can get to Kepler, we may have a way out.



And what do you expect to
do once we get to Kepler?

Help us get out.

Then you better tell us what you
know as fast as you can tell it.

Don't leave anything out.

I really don't know much.
People started getting sick,
then disappearing...

Why didn't you
contact the CDC?

I was told to contact
the military.

It doesn't make
sense! This could
be an epidemic!

I did what
I was told!

Sometimes,
that's not
enough.

Not nearly
enough...

After the Mars Incident,
there were a lot of
rumors but people
mainly joked around...

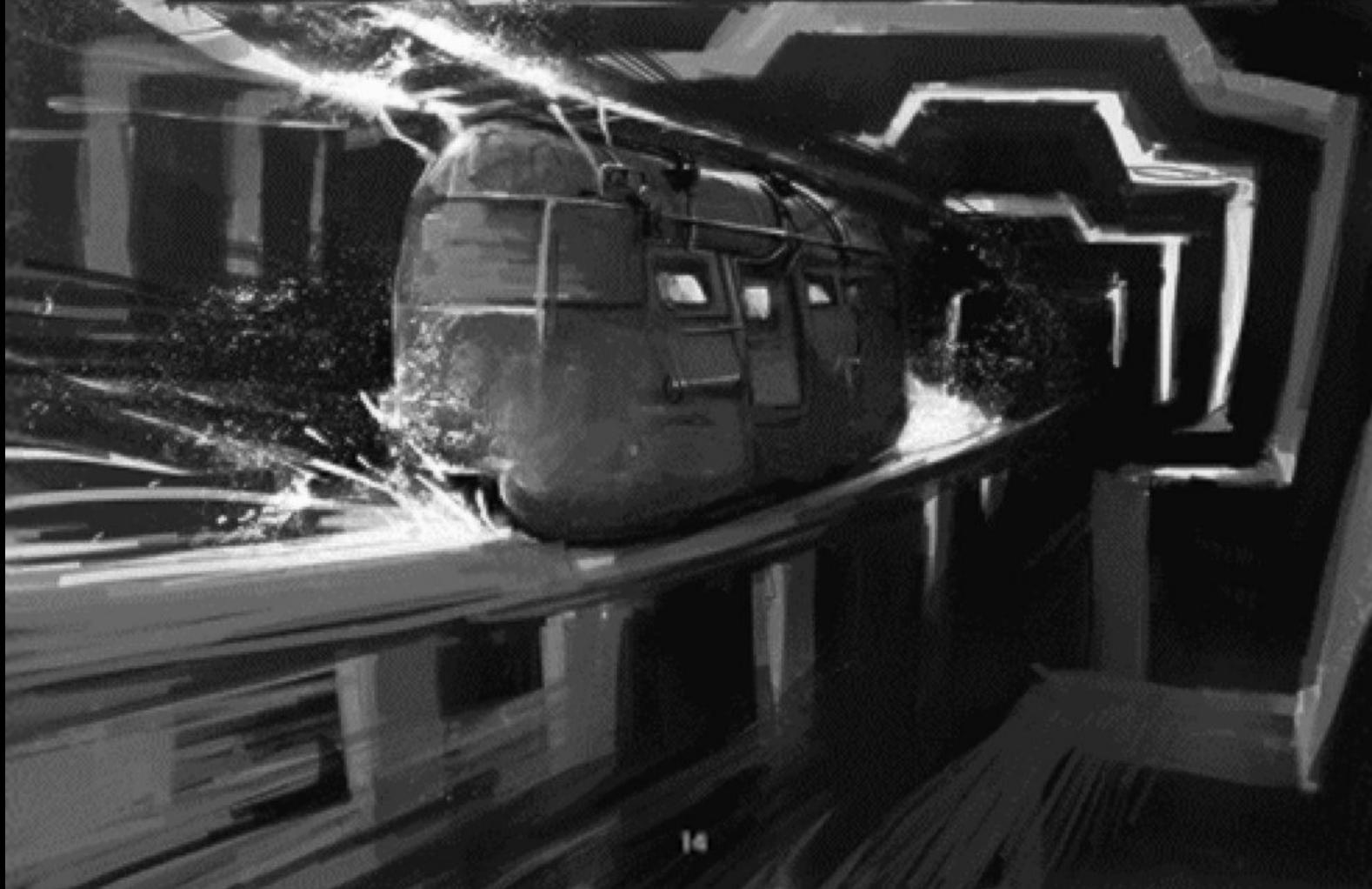
The Mars Incident. I remember
hearing something about that.

We lost a lot of good people.

We were told there was some
sort of accident, an explosion
that caused a catastrophe.

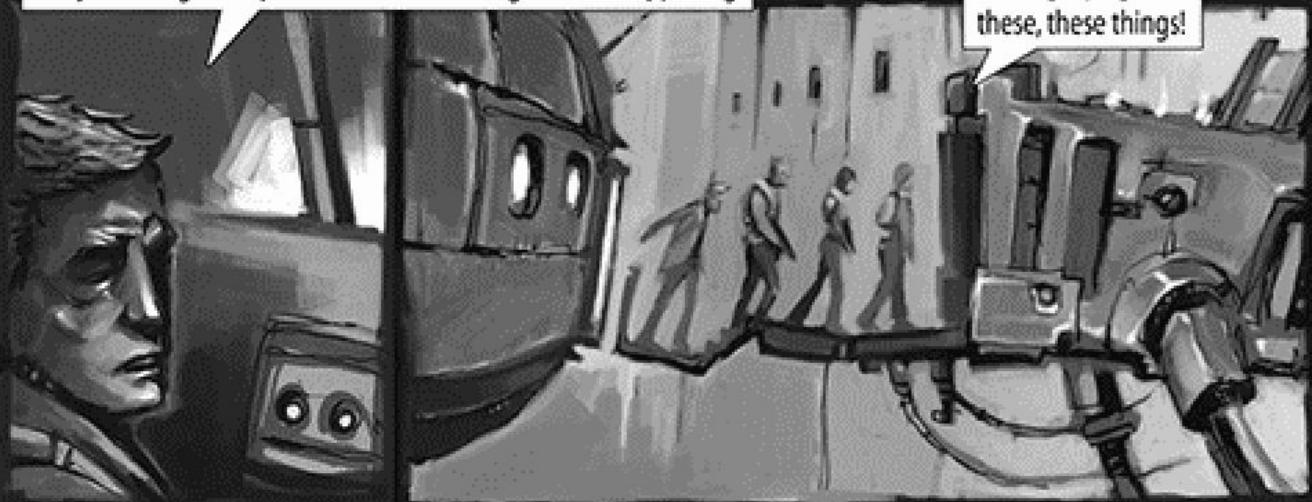
The catastrophe was losing a
lot of good men and women
and not knowing why!

Damn UAC!



Mars was so deeply buried, no one was able to find out anything. But security got heightened and everyone assumed that the UAC was just taking more precautions... until things started happening.

People getting sick, missing, dying, now these, these things!



You don't have a clue what these things are?

After what I've seen the last couple of days, I can take a guess, but you'd think I was nuts if I told you.



So what's your guess?

...the living dead and demons.



Holy Mother of God...

To Be Continued...

Let me present to you, The Green Pile! This Webcomic was released from 2003 to 2005, and it follows the story of an Imp training to become part of the Hell Army. He is followed by his trusty companion Hiss, a small cacodemon. They get themselves into some silly antics in their 13 “Episode” run. These webcomics were created by [Silverwyvern](#), who has disappeared from the community since 2005. Silverwyvern has actually illustrated a few children's books since the end of the comic. The comic was almost solely made by her, although Lost Soul, who too has disappeared from the community helped with the editing of the webcomic.

Silverwyvern had planned on releasing more of these webcomics, but she never got around to doing so, leading to a somewhat ambiguous ending of the webcomic. Of the 13 episodes, most follow the same storyline, in that the Imp, named scratch, has difficulty training to become a professional imp. His fireballs happen to come out as fireboxes, leading to more training instructed by his sergeant (A revenant).

There are 2 episodes that differ from the rest. Those are Episode 8 and 9. In episode 8, the comic is colored and follows a very different story from the first 7 comics, which pretty much were read in order to fully understand. The second comic, Episode 9 is called the Xmas special, where Hiss wakes up Scratch to tell him it's Christmas, and Scratch tells Hiss that Christmas is a human Holiday, to which Hiss responds that they could rename it Doomas, and the comic ends there, telling the readers “Happy Doomas!”

The last 3 episodes follow the story of Scratch and Hiss taking care of a “Bull Demon” and by the end, Hiss and Scratch get upset with one another. That was when the strip ended, on the Doomworld post made by Silverwyvern for the final episode, somebody asked if it was the end of the series, to which Silverwyvern responded that it would continue, but she quickly left the Doomworld Community never to continue to fan web-comic.

I now proudly present to you the existing 13 episodes of The Green Pile in their almost original, barely altered form.

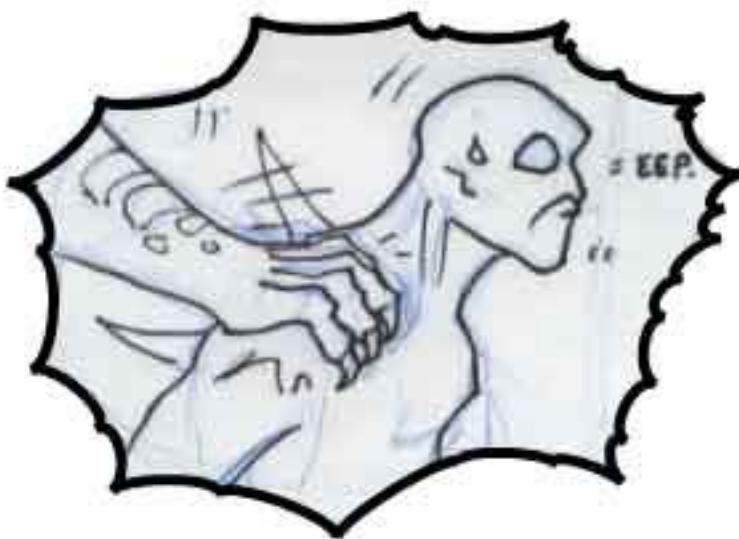
~Chip

The Green Pile



By Silverwyvern

Somewhere in the evil
bowels of hell....





The Green Pile



By Silverwyvern

Ahh.. Young Scratch,
what brings you
here?

JOIN THE
HELL ARMY!

KILL
MEN!

He's here to
join.

10 Minutes later...

Report to the
Training Grounds.

At the grounds...

Maybe this
won't be so bad...

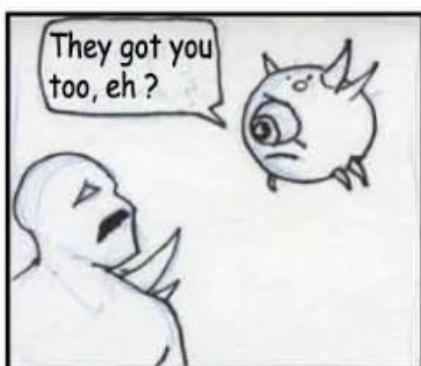
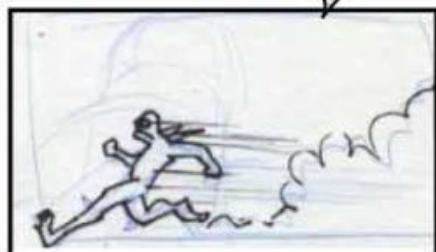
HEY, YOU!!

WHERE ARE YOU
SUPPOSED TO
BE, TROOPER!?

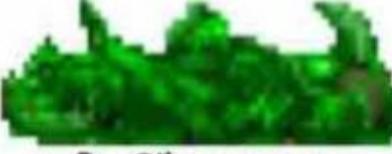
... so... big...



GET WHERE YOU
BELONG, NOW!!!!

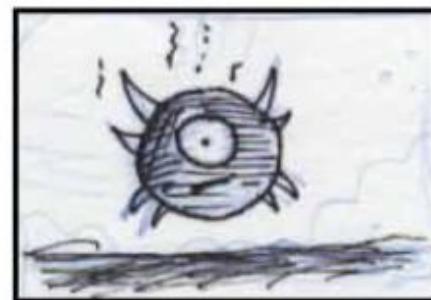
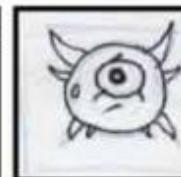


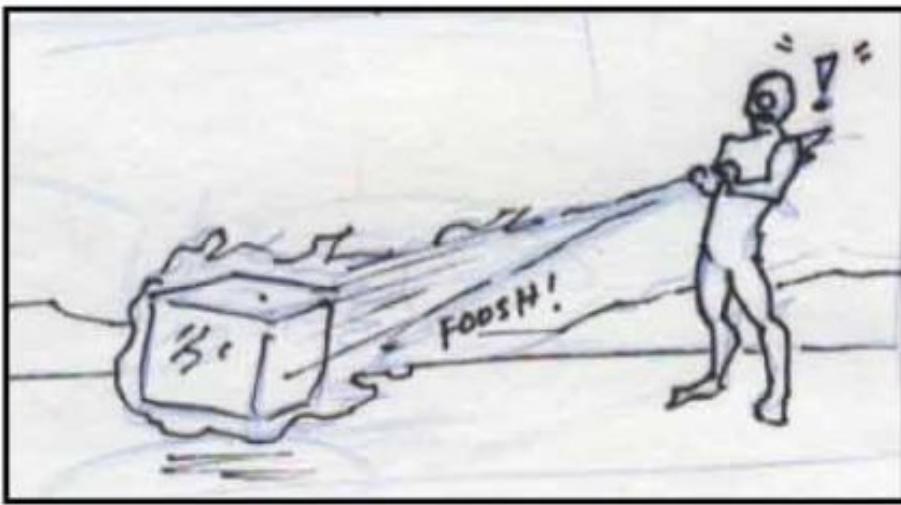
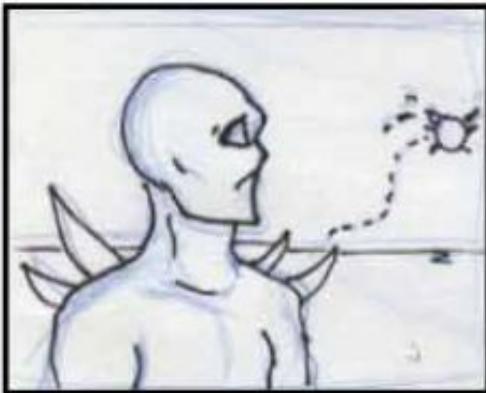
The Green Pile



By Silverwyvern

The next day in training...

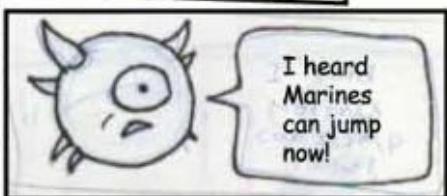
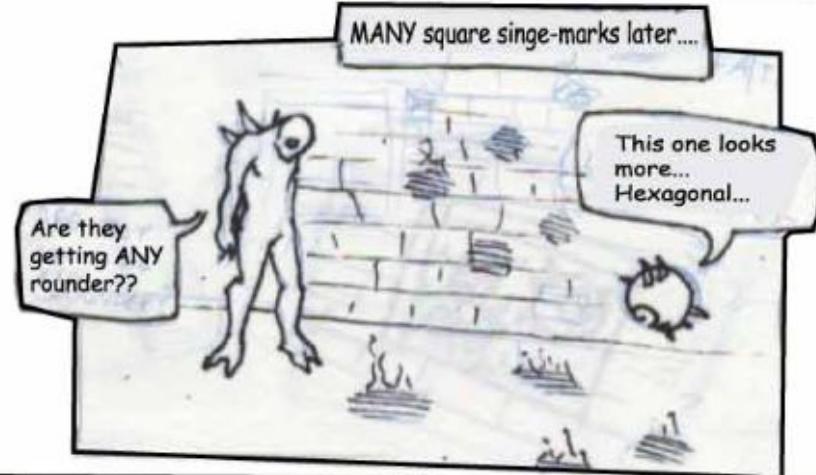
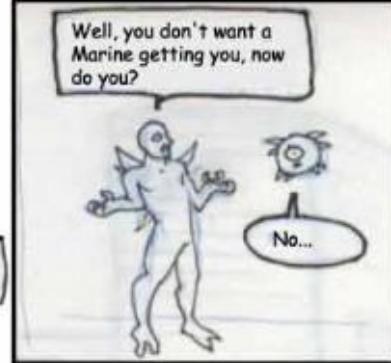


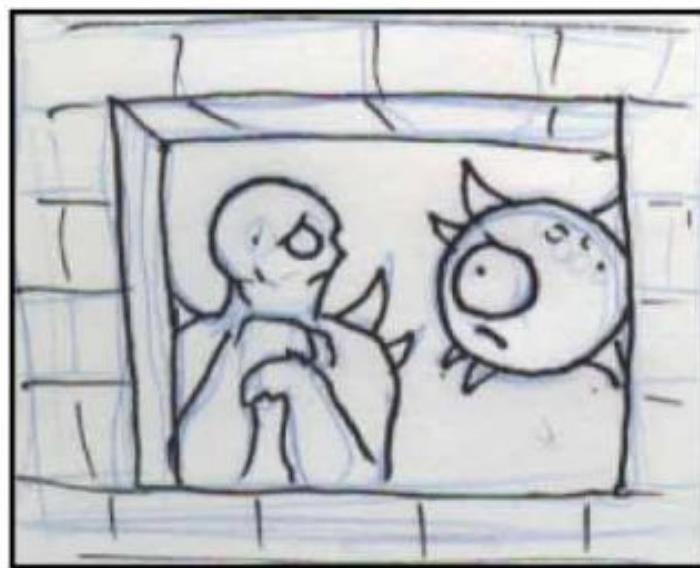
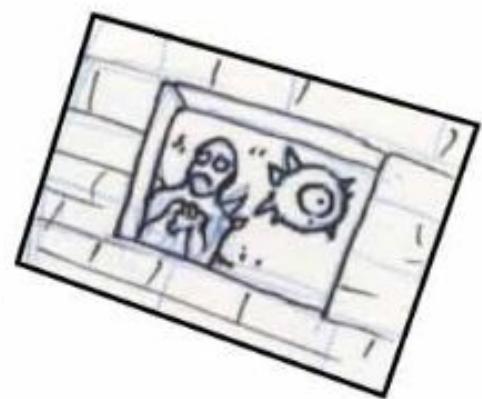
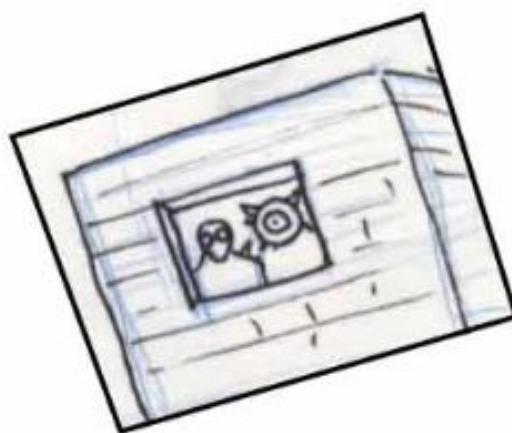
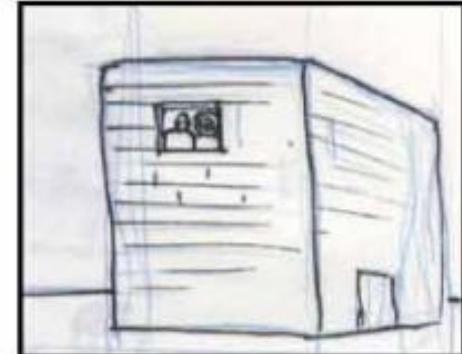
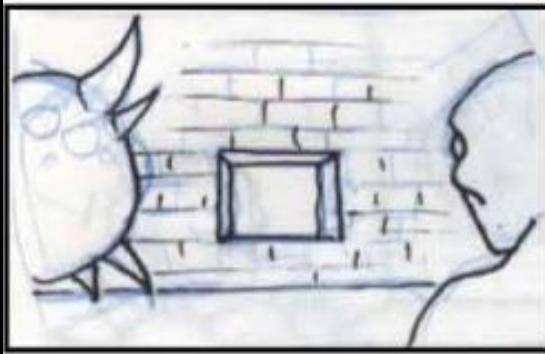


The Green Pile

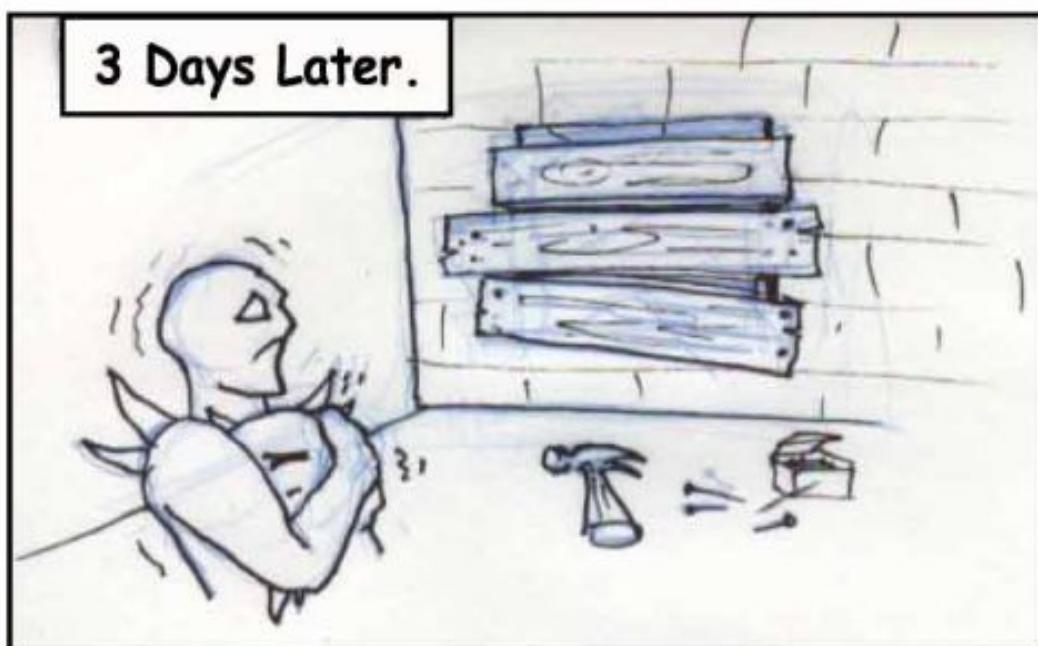


By Silverwyvern





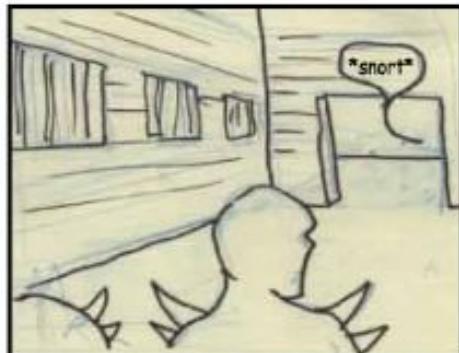
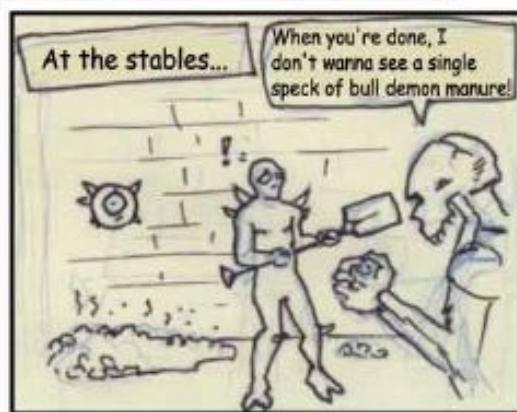
3 Days Later.

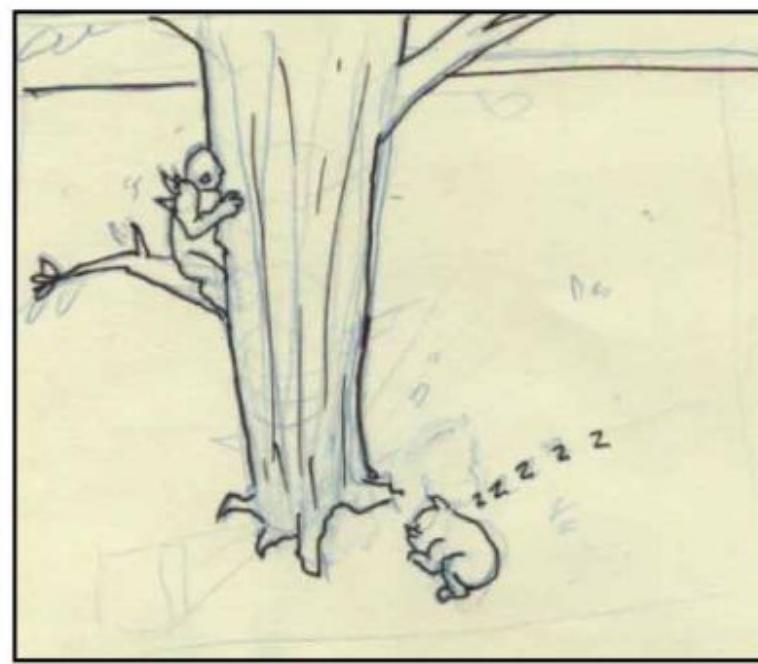
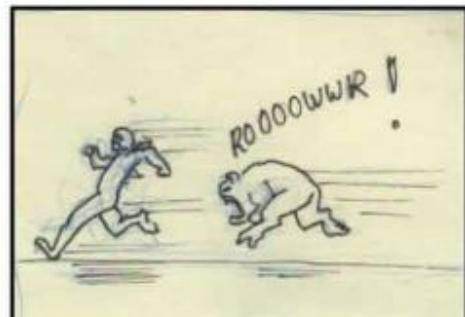
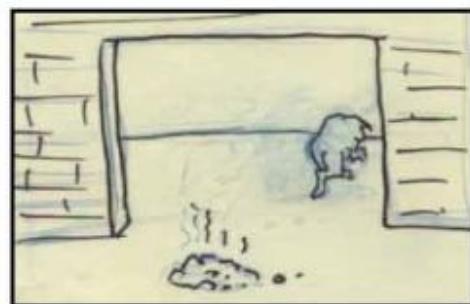
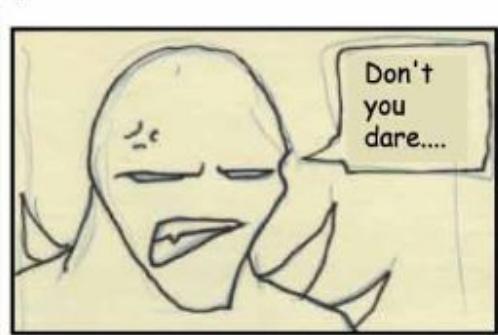
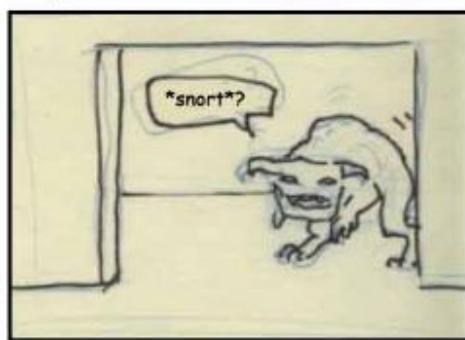


The Green Pile



By Silverwyvern





The Green Pile



By Silverwyvern



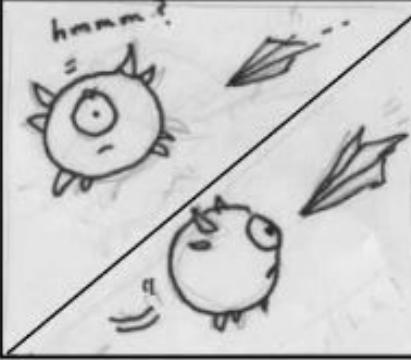
Godspeed, little plane.



Elsewhere...



hmm?



ACK!



Soon...

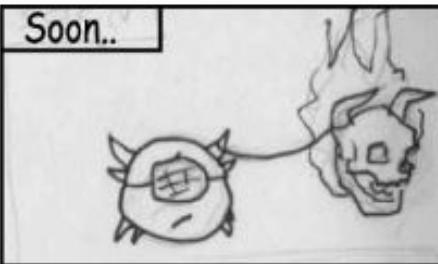


Now, yer gonna have
to wear this patch for
a few days.

For the time being, you're
going to need a seeing-eye
lost soul.



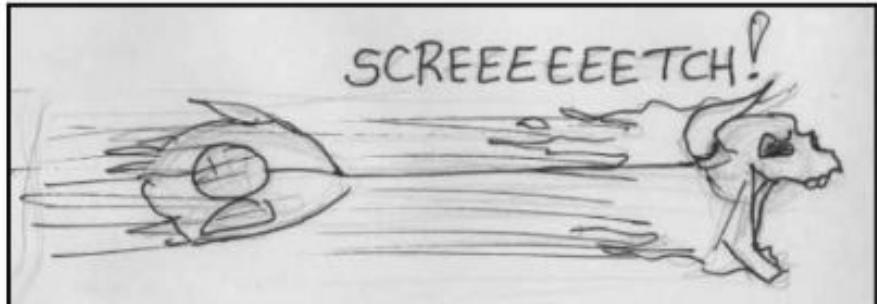
Soon..

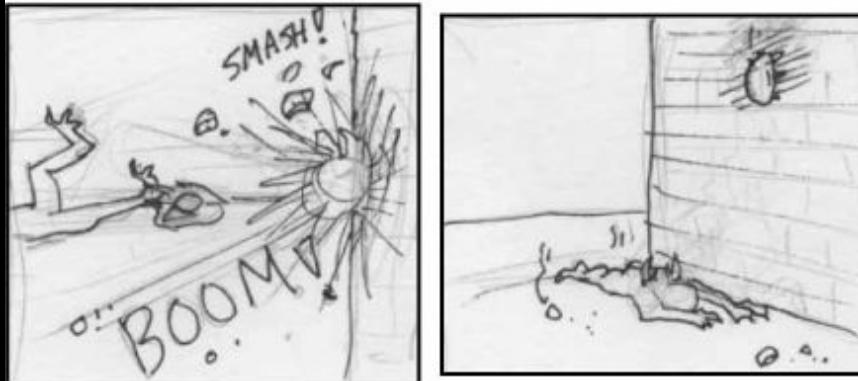


Could you take
me to Scratch?



SCREEEEEETCH!





The Green Pile



By Silverwyvern

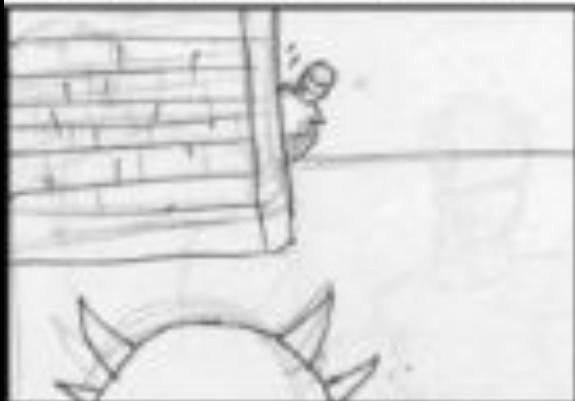
A new day!

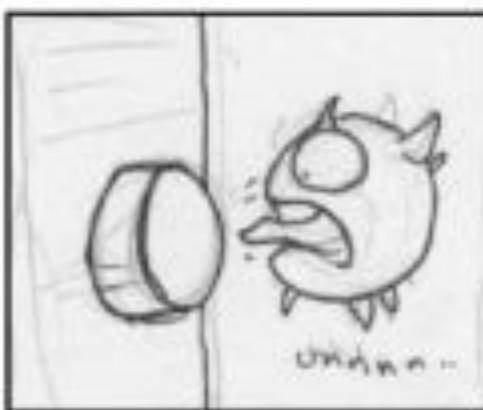
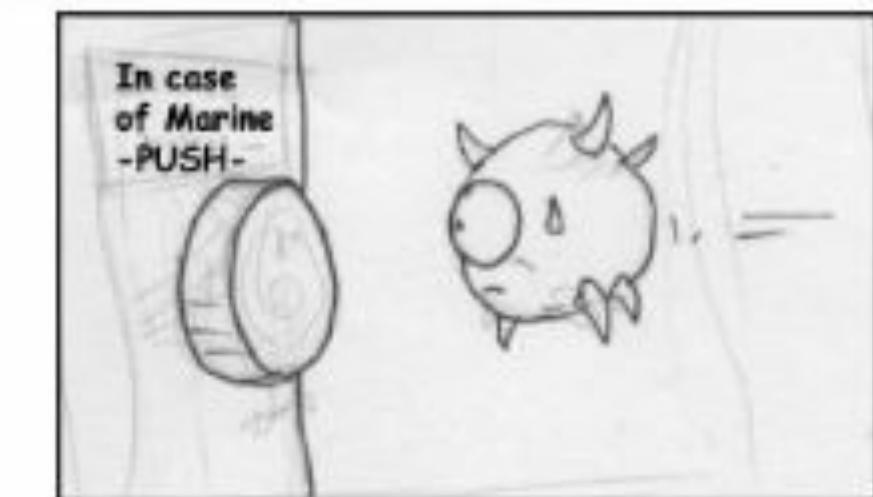


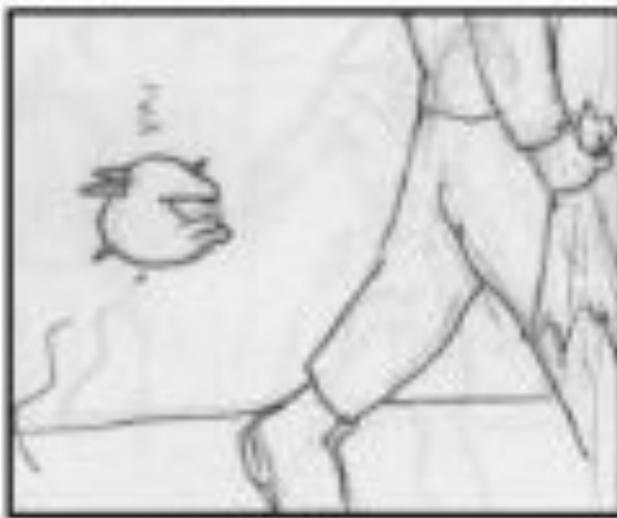
You know what,
Hiss. Today I feel
like a new Imp.

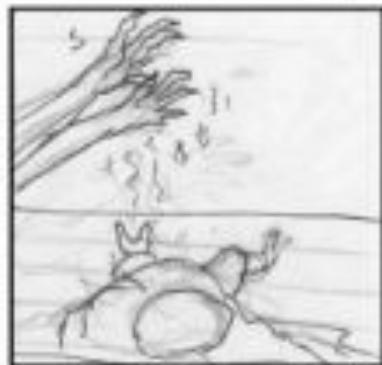


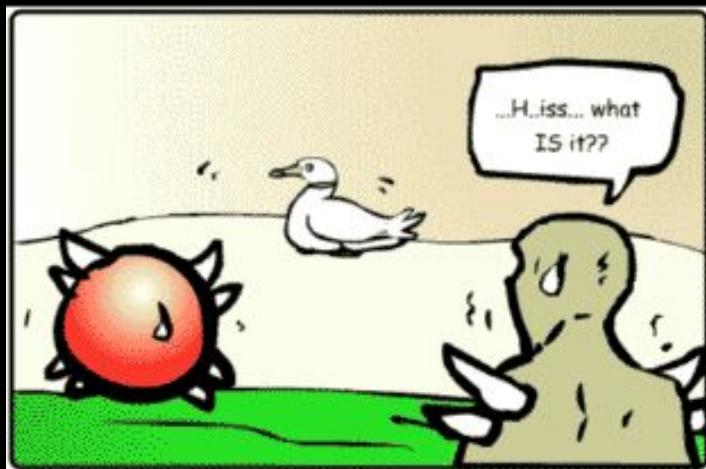
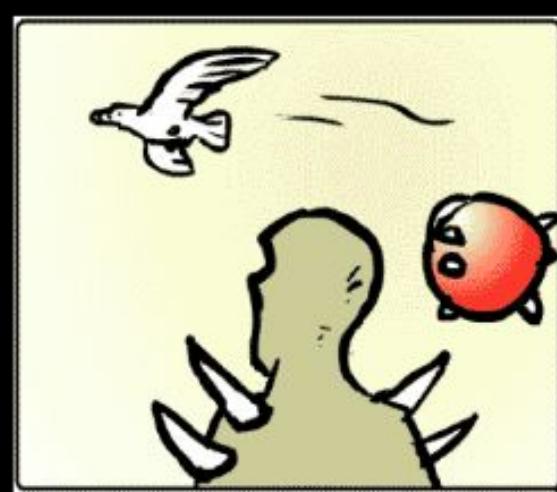
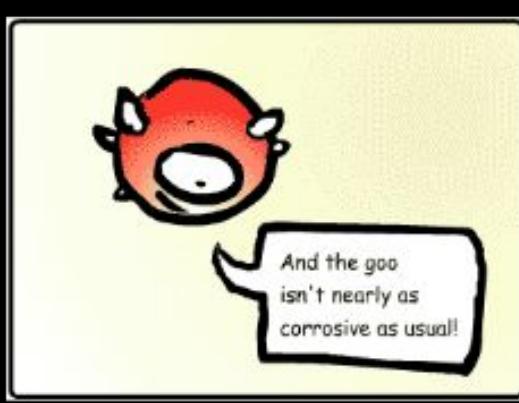
BLAM!!

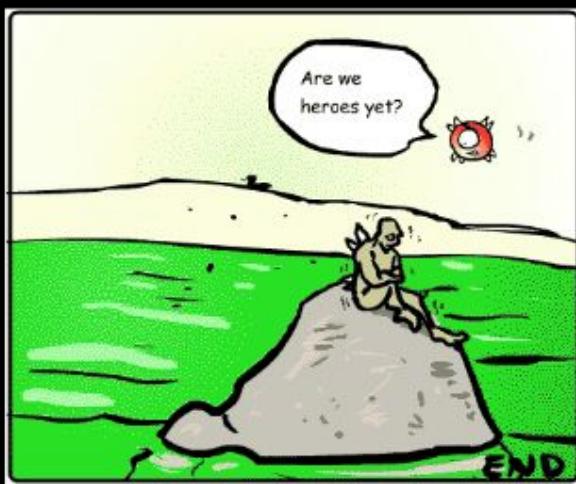
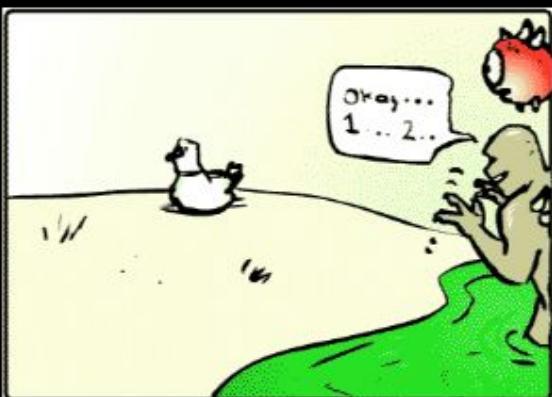
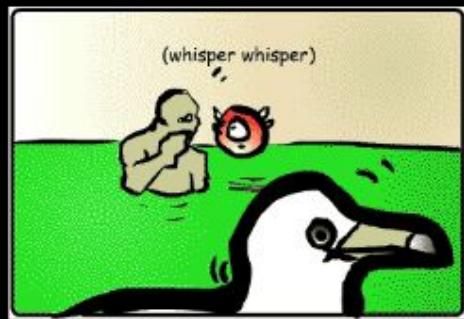
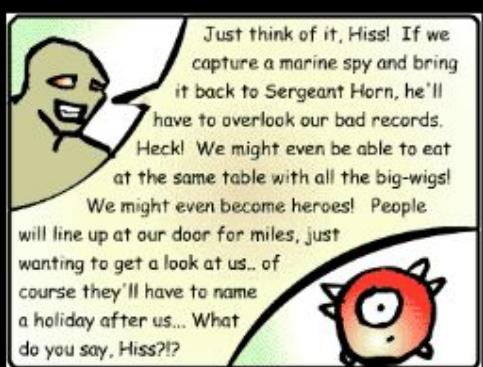








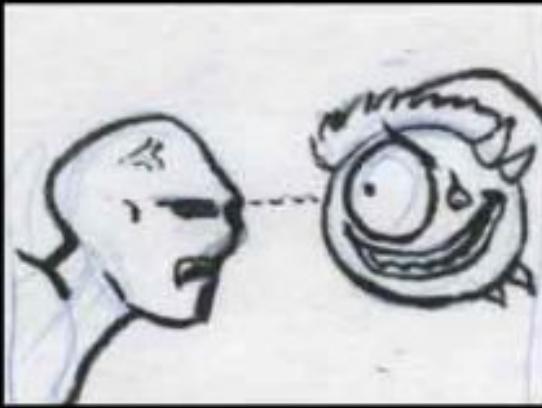
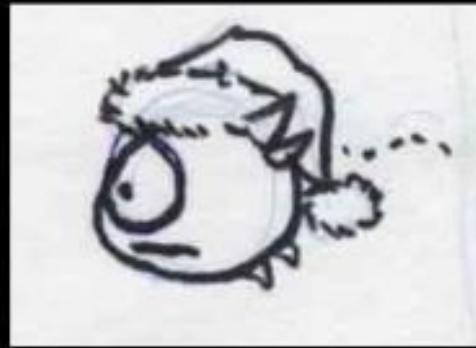


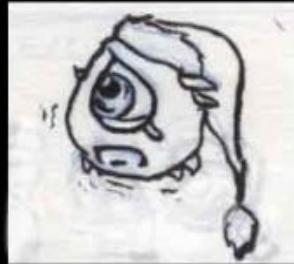


The Green Pile

Drawings and Story by Silverwyvern

Edited and Compiled by Lost Soul





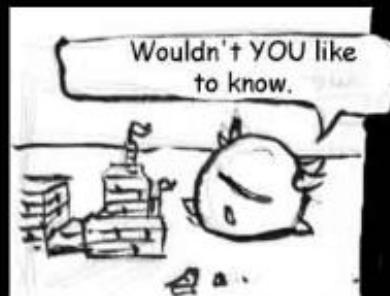
Merry Doomsday
Everyone!

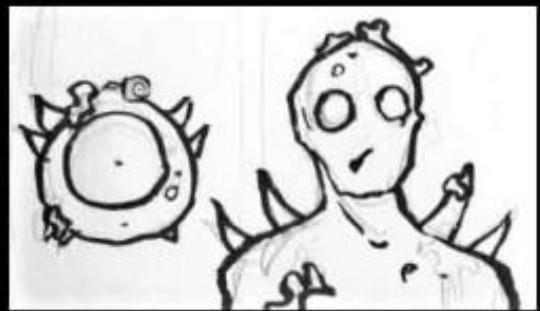
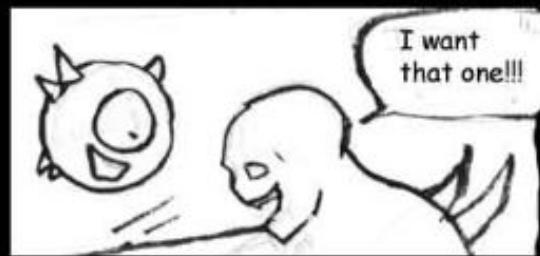


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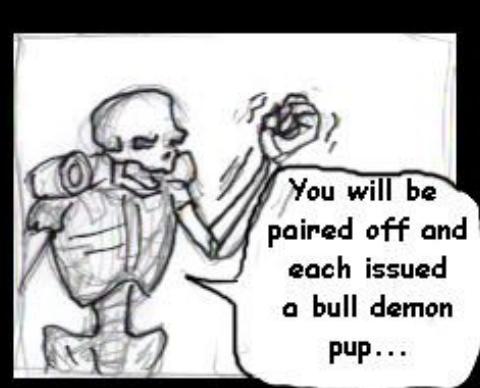
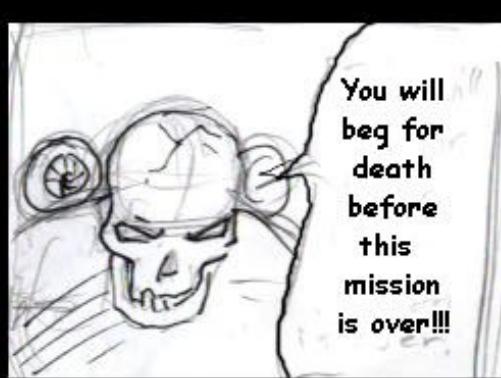




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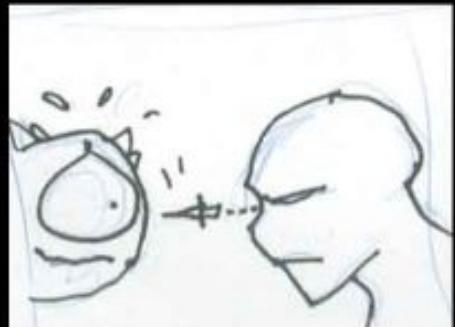
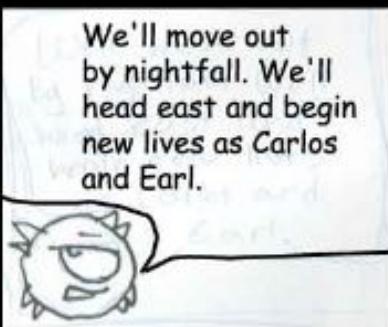
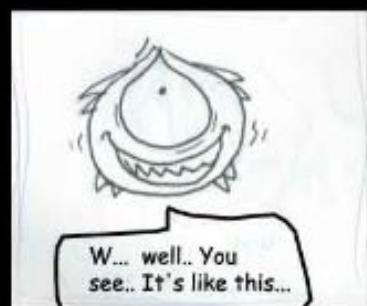
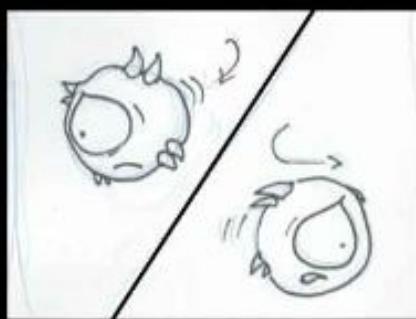


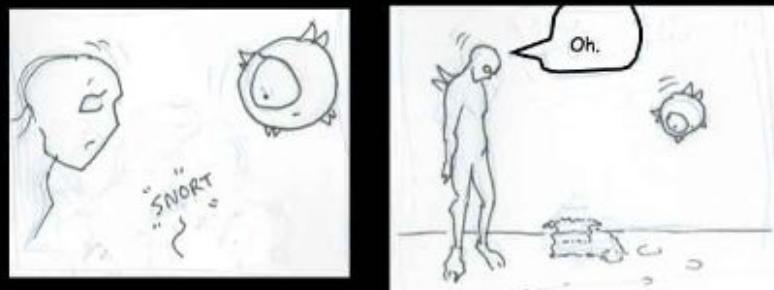
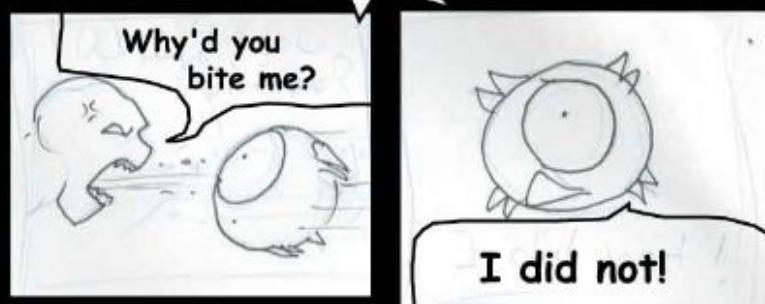
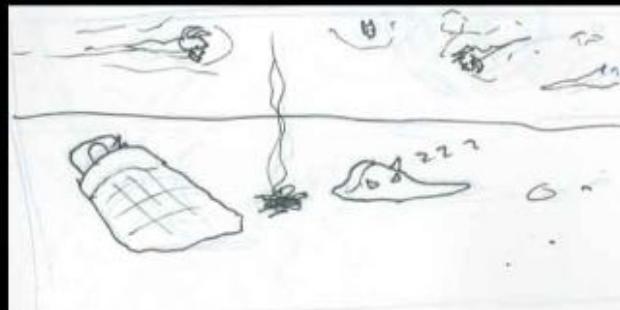
To be continued...

The Green Pile

Drawings and Story by Silverwyvern

Edited and Compiled by LostSoul



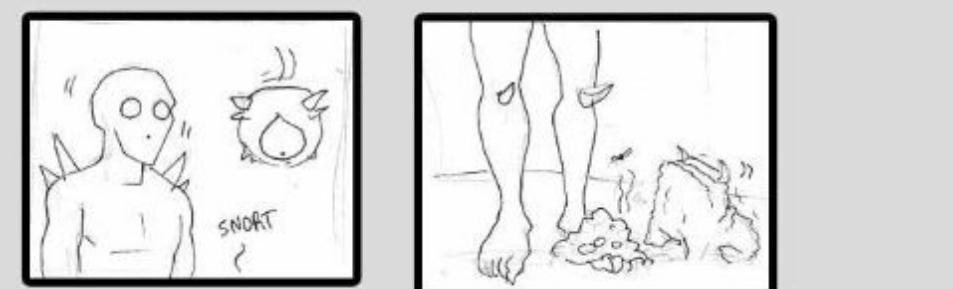
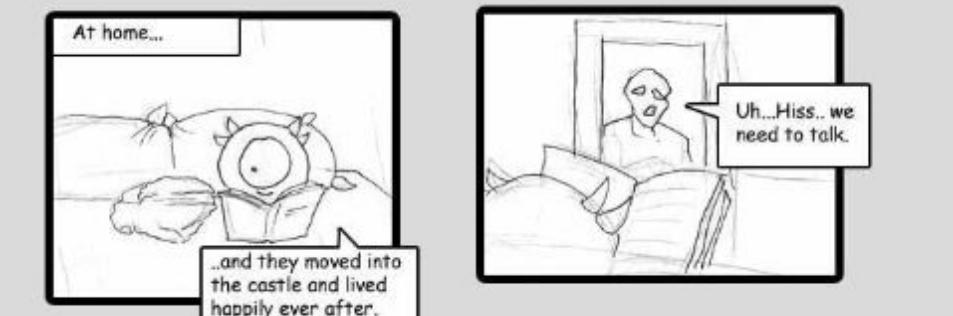
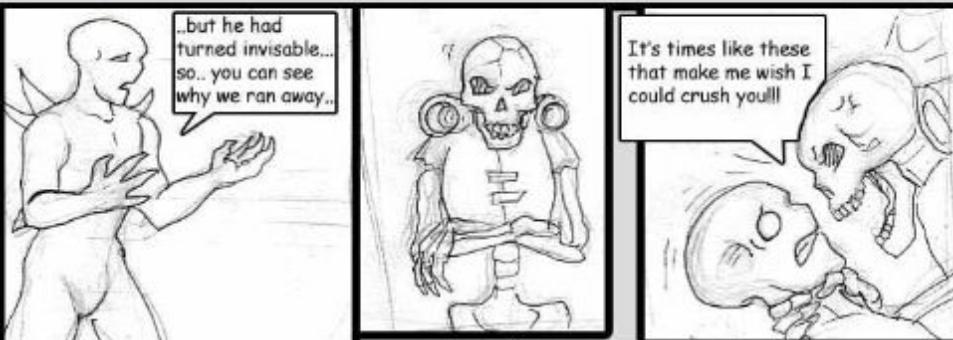


The Green Pile

(Now with 30% more spiffy sign!)

Dedicated to Ichor for doing the right thing.

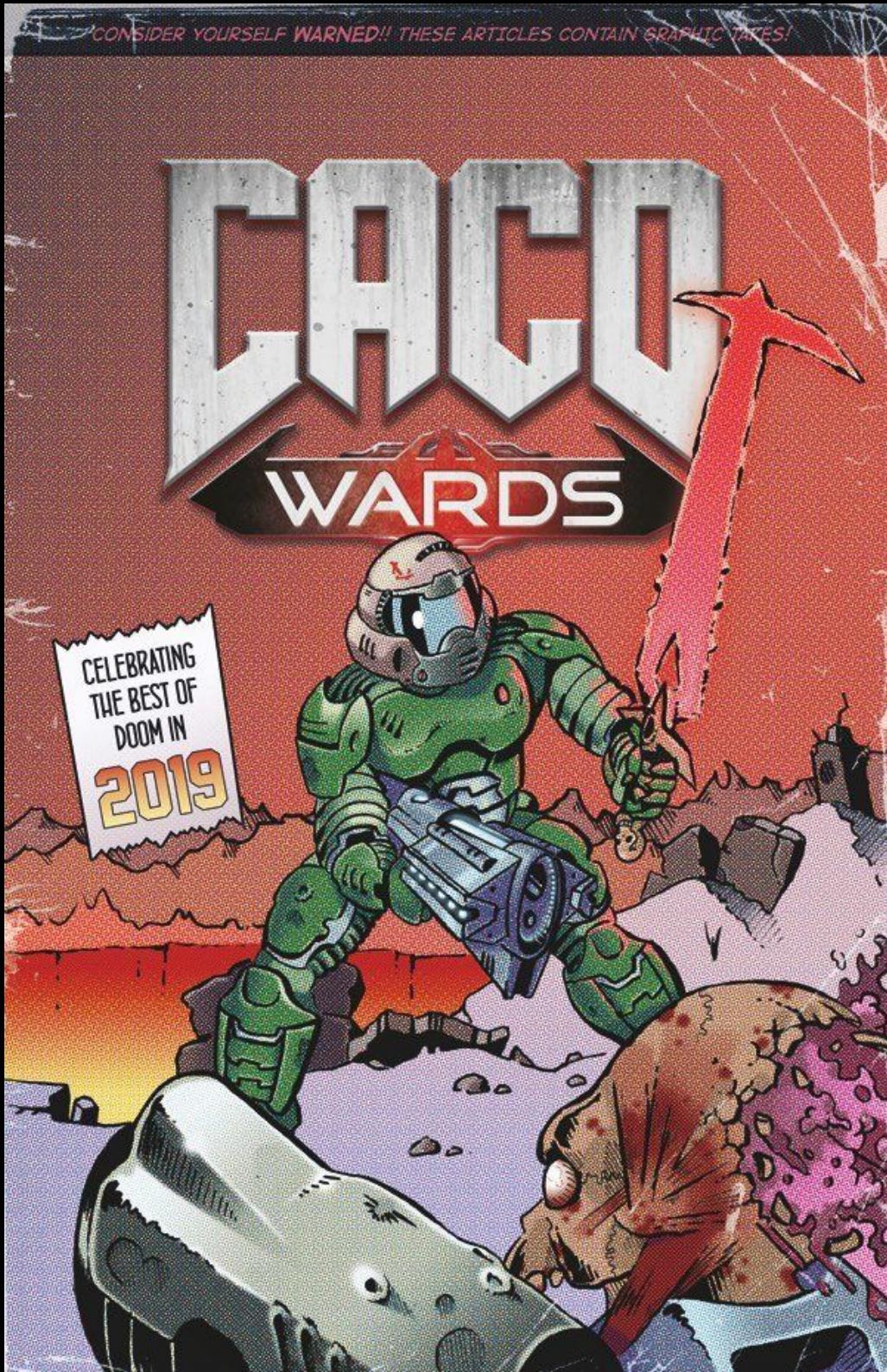
By Cindy McCluskey





END

EXTRAS



2019 Cacowards Poster. Based on the Quakecon exclusive Zine by Scuba Steve and the 1996 DOOM Comic.



There technically existed 2 versions of the DOOM 2 RPG Comic. The first version was for the regular iPhone, presented in a single panel format instead of the normal page format used in this edition of the book. Each comic was followed by a prologue. This was the prologue panel for the iPhone version



The iPod version of the Comic's (used in this collection) prologue panel. With a bit of enhancing, the other panels were able to be read. This is the biggest the prologue could get before becoming too blurred.



Comics from the Fortress of DOOM in DOOM® Eternal ©. They include: The Abomination, The Living End, Kadingir Hunter, Hellwalker, and The Gauntlet. Sourced from the Doomwiki.

The DOOM Comic.

regarded as “[Rather lame](#),” By TeamTNT’s leader, Ty Halderman, this book has gone down in DOOM history as one of the worst achievements ever by the community, and the reasons seem pretty obvious.

Credited to the comic's creation were Tom Grindberg, the artist and colorist; Edd fear (most likely a pen name), the letterer; and for reasons beyond which no one can explain, two writers: Steve Behling and Michael Stewart; all of whom chose spooky nicknames that went along with the goriness of the comic. Tom chose the nickname Gallows; Edd became dead; Steve was Body Bag; and Michael got the nickname Splatter. The Editors of the issue are just referred to as the Slaughterhouse 3, probably the three people credited at the bottom of the page with no specific role. This comic was produced by the mother of all comics: Marvel. More specifically, it was produced by Dana Moreshead, somebody who just so happened to work at Marvel Comics at the time. Strangely, GT Interactive, more commonly known as [Atari, Inc.](#) is credited as the producer of the comic, although they had only published the original DOOM games, and not the comic itself (but the comic does thank them). Despite this, Dana is still credited with the spooky nickname Machete, just not as the producer.

The comic gives thanks to another Marvel employee, Alison Gill, for unknown reasons, Earning the nickname Gargoyle, and GT Interactive’s Tony Kee with the nickname killer, again, for reasons unknown.

The comic also thanks Mike Wilson (gory nicknamed Widowmaker) and the ID team in its section above Gill and Kee’s thank you.

At the bottom, it credits Dana Moreshead for helping, and Justin McCormack, Jeremy Kove, Lisa Leatherman, and Bob Prodor, (three of these names mentioned were probably the editors) all of which also had their own scary nicknames (starting from McCormack; Massacre, Kidney, Instant Lobotomy, and Intern, which isn’t actually that scary).

In case you haven’t guessed at this point, the comic explains to you in big bright letters, “Based on ID’s DOOM and DOOM 2,” even though this comic is called Knee Deep in the Dead as a reference to DOOM 1’s first episode, and is literally called DOOM (not to mention every ad in it is

for DOOM except one, and ID is written all over the cover). It does have some DOOM 2 elements, but most of them can go unnoticed if you aren't on the lookout for them.

Only 150,000 copies of this comic had been printed. That may sound like a lot but that number is pretty low compared to most comic printings. 50,000 of these were given away at a video game convention (either E3 or Quakecon, nobody is really sure) and was also used as a handout for those who worked on Final DOOM (Who also earned an amazing T-shirt along with their comic), and the other 100,000 could have been found in the [ID Anthology](#) box by ID themselves. Neither of them did well when they first came out, and most of them were most likely thrown away since only 10,000 ID Anthology boxes were ever sold.

The two types differ a bit from one another. With the original 50,000 looking finer than the ID Anthology version, with the warning text being italicized and issue number not italicized in the latter. But both, are equally fascinating.

The comic takes place on a tech base located somewhere on Earth, revealed by Doomguy in the final panel of the book ("Yet, Earth remains besieged by creatures unspeakably foul. It will take a strong man to bring the light of freedom back to this planet"). Although, this was probably a mistake by the writers, since the book's name is *Knee Deep in The Dead*, after the DOOM episode which takes place on Phobos, not Earth.

You can see many of the recognizable demons from the games in the comic. Such as Imps, Zombie men and Shotgun guys, a Cyberdemon, Cacodemons, and a Spectre, with other demons that might be original to the comic, or are strange-looking variants of a Mancubus, Baron or Hell knight, Pinkies, lost souls, and a revenant. There are a few original creatures, such as a skeleton, a melted blob with a demon face, and a giant gray monster. All of the original monsters can be seen within 2 single panels of page 14, the rest are scattered around the book, with Imps being the most common followed by Zombified marines.

There are also several iconic guns in the comic, all of which can be seen in the actual DOOM games. There is a chainsaw, Chaingun, a Super Shotgun that sometimes changes into a regular shotgun, Plasma Rifle, and the majestic BFG.

The demons in this comic switch around with Green, red, and pink blood. It is quite random

how the colorist chose to color the blood, as it is inconsistent throughout the whole book, as with many other features such as the Super Shotgun issue stated earlier. But what do you expect from a comic this gory?

The comic follows a shell-shocked marine (who is pretty self-absorbed), trying to kill a cyberdemon (That appears to shoot lasers from its arm. It's arm also changes its length every panel it's in).

The comic begins with a marine, who is most likely the Doomguy punching a bunch of demons while using a berserk pack he grabbed off-panel. Then, he realizes that in another room, there is a cyberdemon!

Oh no!

Well... not really. This cyberdemon was probably having a nice day, enjoying the view of Earth, probably drinking some virgin piña coladas, invading Earth, and then some whiny, PTSD marine comes running in, punching its exposed guts as the cyberdemon looks down on him, not reacting at all. And that marine says some pretty mean things about the cybies appearance right to its face (now that's just cold).

Soon, Doomguy's berserk wears off, and immediately, the marine storms off, trying to find a bigger, badder gun to take down this wretched beast, saying some pretty quotable lines along the way.

In the end, (spoiling a 24-year-old book), the marine finally kills the cyberdemon with the biggest, baddest gun. And as he looks down on the decimated corpse of the evil bastard, he feels victorious for only scant seconds, as he soon comes to realize that there is more to overcome, and he knows it will take a strong man to do so. And...

AND...

That's it.

That's where the comic ends. He mentions there being more hell, more to rip n' tear until it's done. But that is where it decides to leave you.

Wondering.

There was never a sequel, nor were there ever plans for one. It ends with you thinking, *What*

the hell did I just read?

This is exactly what happened to those who read it in 96', and the comic never saw the light of day, vanishing into forgotten memory, never to be picked up again. That's until 1999 when a person by the name of Lowtax posted a review of the comic on [PlanetQuake](#), and People started to give this comic a second look now knowing that the absurdity almost made the comic humorous, whether that was what the writers intended or not. But people just couldn't get enough of that badass Doomguy who traversed the pages of the book with his inane remarks. Still, it wasn't getting a lot of attention, since it was so hard to come across, and because it still had awful reviews.

But fear not, as a few years later, to celebrate DOOM's 10th anniversary, Doomworld scanned the [Doom Comic](#) and posted it online for everybody who wanted to see it who didn't get a chance to read it physically. This was accompanied by a short page of writing from Cyb, an administrator at Doomworld, which explained the insanity of the book in a pretty hysterical way.

With this, the comic grew immensely popular (for comics based on non-story-oriented video games with stereotypical 90s action, that is). Copies were being sold on eBay and other comic retailers, and the book was now seen as a collector's item.

Along with the comic being sold, artwork for the comic was also being auctioned in April 2004. It was most likely sold for a large sum of cash since the comic itself could and eventually would be sold for a pretty penny.

On January 5th, 2011, the comic became so popular as a collector's item, that it sold for a whopping \$3,995.95 on the eBay store! Although nowadays, you could grab a copy of it for as little as [\\$40](#).

This is not where the story ends, though. No, no, no! This is only the beginning. As the DOOM comic was now loved by the community who previously dismissed it as a crappy piece of literature written and edited by several drunk bozos.

The comic consists of many one-liners that Doomguy uses as he slices and dices the demon hordes who attack him with their never-ending blood-lust. One of the most popular lines in the comic is one almost every Doom player would (and should) think when hearing the word "comic,"

or maybe even the word “DOOM” itself.

Rip and Tear!

This line also created a [meme](#) among the DOOM community, and often people used it in reference to anything DOOM for a long time. You might still find people saying it today, but I think the community has had enough laughs with the one-liner.

The iconic lines from the comic were adored by the community for their over-the-topness. And people just couldn’t get enough of the sadistic words Doomguy spouted out of his mouth.

The lines were so popular, that when ported to the Xbox 360, DOOM 2 had achievements named after the beautiful words.

When completing a level on nightmare, one would receive the achievement, “Rip and Tear” after the aforementioned line.

“The Great Communicator” was used in reference to the book when Doomguy finds a chainsaw.

“A Really Big Gun” Doomguy needs it, Doomguy finds it, Doomguy kills with it. That’s a friggin’ BFG!

“A man and a half” A berserker packin’ one!

“You Have Huge Guts” is true, but when punching them, there appears to be no effect. This line is used in the middle of Doomguy saying “Rip and Tear,” over and over again, and could probably go unnoticed by anybody reading the book. Either way, it was a hell of a cool line!

Later, ID themselves joined in on the DOOM comic fun and [said](#) that they drew inspiration from the comics for the newfangled DOOM games on a Twitter post. Even quoting “Rip and Tear” as a line from the narrator in the [opening scenes](#) of the popular DOOM 2016! It is one of the first words you hear said, and one of the coolest.

Even Mick Gordon, the Music Composer of DOOM’s soundtrack couldn’t help but use the forever-popular phrase from the comic for the name of one of his songs, and thus, “[Rip & Tear](#)” was born. It is possibly one of the most popular songs from the Sound-track, and if you type DOOM OST into your search bar right now, the first suggestion will be “Rip & Tear!”

The popularity of the comic led to the creation of [WADs](#) and mods for DOOM and DOOM 2.

One of the most notable WADs/Mods that drew inspiration from the comic might be one of the most popular mods for DOOM of all time! [Brutal DOOM](#), a mod focused on creating a more gory, and exciting DOOM experience, brought the line, “Rip and Tear” to life, as when picking up a berserk pack, you could Rip and Tear the demons to smithereens, and Rip n’ tear appears in the top corner!

Later, referencing both the comic and possibly Brutal DOOM, DOOM 2016 created a Glory Kill system. This could happen when a demon is damaged enough, they will turn bright orange, prompting the player to walk up to them and perform a gruesome kill with their bare hands. The achievement awarded to doing this act is called (you guessed it) “Rip and Tear.” This design was later implemented into DOOM Eternal, 2016’s successor, with even more gory deaths from even more demonic beings.

Another achievement for DOOM 2016 is called “[Witness the BFG](#)” similar to the lines spoken by Doomguy in the comic, making a direct reference.

More recently, an unfinished script for an unofficial sequel to the comic was posted on the [Doomworld Forums](#) by yours truly. It would follow the marine’s trip to Earth, carrying survivors and his pet Daisy along the way as they destroyed evil hellspawn. It was discontinued when ideas for the comic could no longer be made.

For the 2019 cacowards, the image used as a poster was an edited picture from Scuba Steve’s [Zine](#) handed out to the attendees of Quakecon 2019. This itself is a picture referencing the cover of the DOOM comic. Doomguy stands in a similar position and is shooting the brain of an unlucky demon in both pictures. Although, in the zine, Doomguy holds a sword and shoots the brains of a revenant. The revenant is also the only demon to be seen, while in the comic there are many. Doomguy also wears a helmet, whereas in the comics, there is no helmet to be seen, and Doomguy is in Hell on the cover, not a tech base on Earth.

The [Cacoward’s image](#) has even more references. On top of the ones already mentioned, The Cacoward picture has a warning at the top in the same font color and highlight as the warning from the comic, and to the left, instead of Knee Deep in the dead written in the small box, the box states, “Celebrating the Best of DOOM in 2019.”

Some [debates](#) have started all over the DOOM community, arguing that Doomguy from the comics is the DOOM Slayer from Eternal. We now know that this is true, partially revealed in Eternal! When the DOOM-Slayer finally speaks, he says similar lines to Doomguy in the comic! Furthermore, DOOM-Slayer's hair and face structure are very similar to that in the comic.

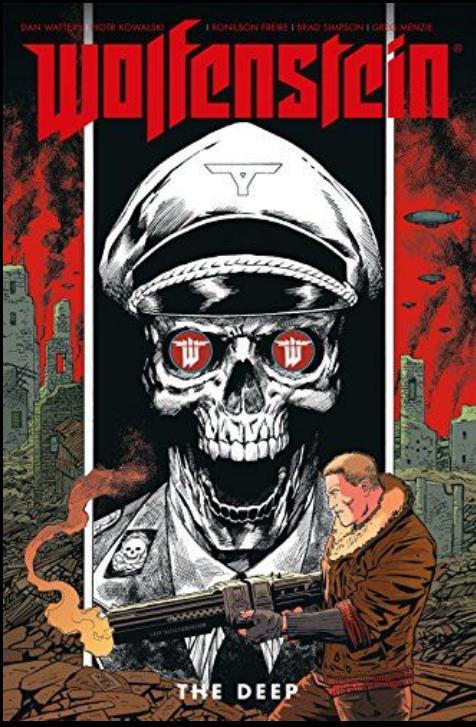
And with that, I conclude my journey into investigating this odd piece of writing and conclude that even though the DOOM comic had a rough start, it ended up being adored by the DOOM community, and is now used as inspiration for so much other media, even in the DOOM series.

Now, I leave you off with a question (well, actually two) and answer. Which other game series has used a comic as inspiration for a future game in the series? Which other game comics or any other comic for that matter have had this much attention 24 years after it's release? That is something I think all of us already know the answer to.

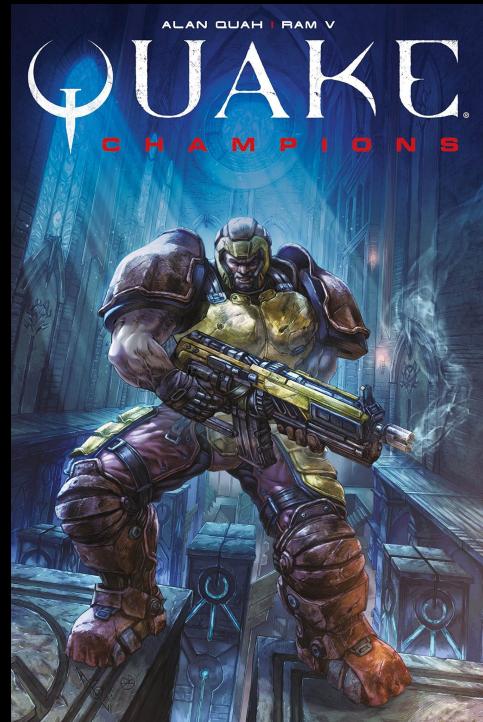
The DOOM comic.

~"Rip and Tear; the History of the Infamous DOOM Comic" by Chip from Issue 5 of The
Doom Master Wadazine

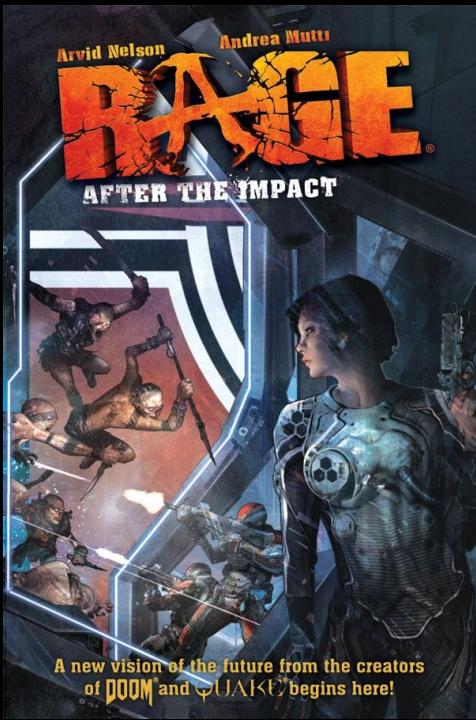
READ THESE OTHER INCREDIBLE COMICS INSPIRED BY THE WORK OF ID SOFTWARE!



Wolfenstein: The Deep
Published by Titan Comics
Image from Amazon.com



Quake Champions
Published by Titan Comics
Image from Amazon.com



Rage After the
Impact
Published by Dark
Horse Comics
Group
Image from the
Rage Wiki Fandom



**READ AND
TEAR!**

The acclaimed DOOM game by ID Software has seen several comic spin-offs since the game came out in 1993. This collection aims to collect all official and non-official DOOM Comics into one volume.

This Collection Includes-

- The 1996 One-Shot DOOM Comic
- The DOOM 2 RPG One-Shot Comic
- All 13 episodes of The Green Pile

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