

Is The EU Doomed

Doom (1993 video game)

Doom is a 1993 first-person shooter game developed and published by id Software for MS-DOS. It is the first installment in the Doom franchise. The player - Doom is a 1993 first-person shooter game developed and published by id Software for MS-DOS. It is the first installment in the Doom franchise. The player assumes the role of a space marine, later unofficially referred to as Doomguy, fighting through hordes of undead humans and invading demons. The game begins on the moons of Mars and finishes in hell, with the player traversing each level to find its exit or defeat its final boss. It is an early example of 3D graphics in video games, and has enemies and objects as 2D images, a technique sometimes referred to as 2.5D graphics.

Doom was the third major independent release by id Software, after Commander Keen (1990–1991) and Wolfenstein 3D (1992). In May 1992, id started developing a darker game focused on fighting demons with technology, using a new 3D game engine from the lead programmer, John Carmack. The designer Tom Hall initially wrote a science fiction plot, but he and most of the story were removed from the project, with the final game featuring an action-heavy design by John Romero and Sandy Petersen. Id published Doom as a set of three episodes under the shareware model, marketing the full game by releasing the first episode free. A retail version with an additional episode was published in 1995 by GT Interactive as The Ultimate Doom.

Doom was a critical and commercial success, earning a reputation as one of the best and most influential video games of all time. It sold an estimated 3.5 million copies by 1999, and up to 20 million people are estimated to have played it within two years of launch. It has been termed the "father" of first-person shooters and is regarded as one of the most important games in the genre. It has been cited by video game historians as shifting the direction and public perception of the medium as a whole, as well as sparking the rise of online games and communities. It led to an array of imitators and clones, as well as a robust modding scene and the birth of speedrunning as a community. Its high level of graphic violence led to controversy from a range of groups. Doom has been ported to a variety of platforms both officially and unofficially and has been followed by several games in the series, including Doom II (1994), Doom 64 (1997), Doom 3 (2004), Doom (2016), Doom Eternal (2020), and Doom: The Dark Ages (2025), as well as the films Doom (2005) and Doom: Annihilation (2019).

Doom II

Doom II, also known as Doom II: Hell on Earth, is a 1994 first-person shooter game developed and published by id Software for MS-DOS. It was also released - Doom II, also known as Doom II: Hell on Earth, is a 1994 first-person shooter game developed and published by id Software for MS-DOS. It was also released on Mac OS the following year. Unlike the original Doom, which was initially only available through shareware and mail order, Doom II was sold in stores, making it the first game in the Doom franchise to be released initially in stores.

Compared to its predecessor, Doom II features larger levels, new enemies, a new Super Shotgun weapon, and a new power-up. Master Levels for Doom II, an expansion pack with 21 new levels, was released on December 26, 1995. Another expansion, No Rest for the Living, which adds nine extra levels, was developed for the release of the game on Xbox Live Arcade and is also included in the Doom 3: BFG Edition, as part of Doom Classic Complete, and as a free add-on for the 2019 Unity engine port of Doom II. It was also included in the 2024 KEX Engine port.

Reception of Doom II was very positive, with critics praising that the game refined the already good aspects of the original Doom. It has sold more than 1.8 million copies and earned over \$74 million in revenue in the United States alone and is considered to be one of the greatest video games ever made.

Doom II was ported to the Game Boy Advance in 2002, Tapwave Zodiac in 2004, on Xbox Live Arcade in 2010, and on Nintendo Switch, PlayStation 4 and Xbox One in 2019. The release of the Doom source code has facilitated ports to platforms including iOS and other cellphone systems. Doom II was included in the Doom ports for the PlayStation and Sega Saturn in 1995 and 1997.

Doom (franchise)

Doom is an American media franchise created by John Carmack, John Romero, Adrian Carmack, Kevin Cloud, and Tom Hall. The series usually focuses on the - Doom is an American media franchise created by John Carmack, John Romero, Adrian Carmack, Kevin Cloud, and Tom Hall. The series usually focuses on the exploits of an unnamed space marine (often referred to as Doomguy, Doom Marine, or Doom Slayer) operating under the auspices of the Union Aerospace Corporation (UAC), who fights hordes of demons and the undead to save Earth from an apocalyptic invasion.

The original Doom is considered one of the first pioneering first-person shooter games, introducing IBM-compatible computers to features such as 3D graphics, third-dimension spatiality, networked multiplayer gameplay, and support for player-created modifications with the Doom WAD format. Over ten million copies of games in the Doom series have been sold; the series has spawned numerous sequels, novels, comic books, board games, and film adaptations.

Final Doom

Final Doom is a 1996 first-person shooter game developed by TeamTNT and published by id Software for MS-DOS and Macintosh computers, as well as for the PlayStation - Final Doom is a 1996 first-person shooter game developed by TeamTNT and published by id Software for MS-DOS and Macintosh computers, as well as for the PlayStation, although the latter featured a selection of levels from the game and from Master Levels for Doom II.

The third entry in id Software's Doom franchise and the first to not be developed by id, Final Doom consists of two 32-level episodes (or megawads), TNT: Evileution and The Plutonia Experiment. Both megawads were created by members of the hobbyist group TeamTNT, with id Software purchasing the rights to TNT: Evileution just before its planned free release and The Plutonia Experiment being made specifically at the request of id Software by Dario and Milo Casali.

Both episodes take place after the events of Doom II. TNT: Evileution features a mostly new soundtrack interspersed with some tracks from Doom II, while the soundtrack for The Plutonia Experiment entirely consists of tracks from Doom and Doom II.

During August 2022, Final Doom was delisted from the Steam store, in an effort from id Software to consolidate their games' multiple releases and editions. Therefore, Final Doom was bundled into Doom II as a single listing, along with Master Levels for Doom II and No Rest for the Living expansion pack.

Doom 3

Doom 3 is a 2004 first-person shooter game developed by id Software and published by Activision. Doom 3 was originally released for Microsoft Windows - Doom 3 is a 2004 first-person shooter game developed by id Software and published by Activision. Doom 3 was originally released for Microsoft Windows on August 3, 2004, adapted for Linux later that year, and ported by Aspyr Media for Mac OS X in 2005. Developer Vicarious Visions ported the game to the Xbox, releasing it worldwide on April 4, 2005.

Doom 3 is set on Mars in 2145, where a military-industrial conglomerate has set up a scientific research facility into fields such as teleportation, biological research, and advanced weapons design. The teleportation experiments open a gateway to Hell conducted by Doctor Betruger, resulting in a catastrophic invasion of the Mars base by demons. The player controls a space marine who fights through the base to stop the demons attacking Mars and reaching Earth.

Doom 3 is the first reboot of the Doom series, ignoring the events of the previous games. Doom 3 utilizes the id Tech 4 game engine, which has since been licensed out to other developers, and later released under the GNU General Public License v3.0 or later in November 2011.

Doom 3 was a critical and commercial success; with more than 3.5 million copies of the game sold, it was the most successful game by developer id Software up to that date. Critics praised the game's graphics, presentation, and atmosphere, although reviewers were divided by how close the gameplay was to that of the original Doom, focusing primarily on simply fighting through large numbers of enemy characters. The game was followed by Resurrection of Evil, an expansion pack developed by Nerve Software, in April 2005. A series of novelizations of Doom 3, written by Matthew J. Costello, debuted in February 2008. An expanded and remastered edition, Doom 3: BFG Edition, was released in the fourth quarter of 2012. It has been ported to various platforms, including some which enable portable and virtual reality gameplay.

Doom 3: Resurrection of Evil

gameplay that the player can use throughout the game. The first is a tool that was originally developed for Doom 3: the "Grabber". Like the "Gravity Gun" - Doom 3: Resurrection of Evil is a 2005 first-person shooter game developed by Nerve Software and published by Activision. An expansion pack and sequel to Doom 3, it was released for Microsoft Windows on April 4, 2005, and for Xbox on October 5, 2005. The Xbox version does not require the original Doom 3 in order to play and includes The Ultimate Doom, Doom II: Hell on Earth and Master Levels for Doom II. A remastered version of Resurrection of Evil was included with Doom 3: BFG Edition.

The game features eight multiplayer game modes. It features twelve new single-player levels, six new enemies including the Hunter, four new multiplayer maps, and new weapons such as the double-barreled shotgun originating from Doom II.

Online multiplayer was available until the termination of Xbox Live on April 15, 2010. Resurrection of Evil is playable online again on the replacement online servers for the Xbox called Insignia.

Dream Nails

in-store tour, playing record stores across the UK, and a 16-date headline tour across the UK and the EU. "Doom Loop"; ranked at #37 on Kerrang's "50 Best" - Dream Nails is an English punk/riot grrrl band from London founded in 2015.

United we stand, divided we fall

they are each doomed to fail and will all be defeated. The phrase is also often referred to with only the words "United we stand". The phrase has been - "United we stand, divided we fall" is a phrase used in many different kinds of mottos, most often to inspire unity and collaboration. Its core concept lies in the collectivist notion that if individual members of a certain group with binding ideals – such as a union, coalition, confederation or alliance – work on their own instead of as a team, they are each doomed to fail and will all be defeated. The phrase is also often referred to with only the words "United we stand".

Patriots for Europe

seven EU member states. The alliance met this criterion on 6 July 2024. According to Le Monde, the RN waited until after the second round of the 2024 French - Patriots for Europe (PfE or Patriots) is a right-wing to far-right political group, formed as the third-largest group ahead of the tenth European Parliament.

The group includes all but one member from the Identity and Democracy group and members from other groups. The group could also coordinate the work of its members at the European Council and the Council of the European Union.

Stop Killing Games

them in the capacity [he] have been back in spring 2024... [and] they said what [he has] been doing is fine". He also stated that the EU petition is separate - Stop Killing Games (SKG) is a consumer movement with the goal of preserving video games after they are taken offline. The movement was started in 2024 by Ross Scott after the shutdown of The Crew, a racing game that required a constant internet connection despite being mainly single-player. A central concern of the movement involves online-only games and downloadable content being listed on storefronts prominently as a purchase, instead of as a rent or lease, despite the possibility of access being remotely denied to the purchaser (without an expiration date at the time of purchase) by the publisher unilaterally.

The movement quickly gathered popularity, being covered by various YouTubers and news outlets.

The movement has launched multiple government petitions, of which the most prominent is an European Citizens' Initiative named Stop Destroying Videogames.

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