C:\>cd WADCMD

C:\WADCMD>wadcmd.com

DOS/4GW Protected Mode Run-time Version 1.97

Copyright (c) Rational Systems, Inc. 1990-1994

WAD Commander System Startup v2.0

L_Init: Mounting library, 300+ games.

E_Init: Loading engines, 30+ packs.

S_Init: Setting up sound: OPL3, MT-32, Gener

I_Init: Keyboard, gamepad and to

M_Init: Init moments:

C_Init: Conne

F_Init: Feed

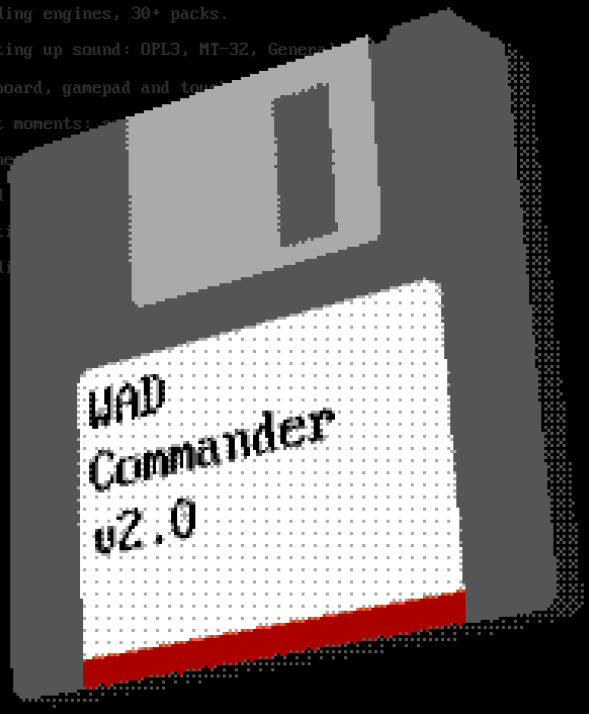
N_Init: Multi

P_Init: Loadi

C:\WADCMD\PRESS> type readme.txt

WADCMD

Where retro gaming moments live_



WAD Commander is a free platform for retro gaming. Play classic games in the browser, capture the moments that matter (screenshots, replays, a full session history) and share them with a community that loves the same games. No installs required. Runs on desktop, tablet and phone.

Free to play | No account needed | Installable web app | Keyboard • gamepad • touch

300+ GAMES ON DEDICATED ENGINES	**3** EMULATORS: DOS, AMIGA, C64
2-256 PLAYERS PER MULTIPLAYER ROOM	**NO** INSTALLS, PLUGINS OR SETUP REQUIRED

SCAN TO PLAY

wadcmd.com

C:\WADCMD\PRESS> type about.txt

The games were always social

Retro games never went away. What they lacked was a home: somewhere to play, remember what happened and show it to people who care. On a single platform.

WAD Commander is that home. It runs classic PC, DOS, Amiga and Commodore 64 games directly in the browser and keeps them in one library. Around the games sits everything a modern platform should have: a record of every session, screenshots and replays that capture the best moments, a community feed to share them, achievements and leaderboards to chase, tournaments to compete in, and multiplayer rooms that open with a single link.

README.TXT

- A platform built around gameplay moments
- Runs in any modern browser, installs as an app
- Dedicated engines, made for the web
- Built-in screenshots, replays and session history
- Community feed, friends, achievements, leaderboards
- Multiplayer rooms for up to 256 players
- Local-first: game files stay on the device
- WADCMD+: private rooms and tournaments, cloud sync

STEP 1

Bring your games

Import folders, ZIP or RAR archives and disk images from copies you own. WAD Commander recognizes the game and prepares the right engine. Free demos, shareware and freeware are ready in the library.

STEP 2

Play and capture

Play with keyboard, gamepad or touch. Screenshots take one key press, recordings start automatically, and every session is saved to the history with its statistics.

STEP 3

Share and compete

Post moments to the community feed, unlock achievements, climb the leaderboards, compete in tournaments, and invite friends into a multiplayer room.

C:\WADCMD\PRESS> type story.txt

Why WAD Commander exists

WHY.TXT

A living scene, scattered

Retro games are still played, modded, speedrun and argued about every day. Taking part, though, means juggling a source port for one game and an emulator for the next, mods from one site, communities spread across Discord servers and forums, and records kept somewhere else again. WAD Commander brings it together: playing, capturing the moments, sharing them, competing and teaming up in multiplayer, all in one modern platform.

NOW.TXT

The browser caught up

For a long time, a browser could only offer these games a compromise. That has changed: their real engines now run in a web page, and run well. Browsers caught up on everything else too: storage for large libraries, offline play, gamepads and touch, direct connections for multiplayer, and recording a run and exporting it as video. What once needed an installed app now starts from a link.

HISTORY.TXT

From launcher to platform

2019 A browser-based launcher and file manager for WAD files, the data format behind some of the most-modded games of the 1990s.

2.0 The same idea, grown into a retro gaming platform: dedicated engines for PC, DOS, Amiga and Commodore 64 games, with the stories, the community and the multiplayer around them.

FOUNDER.TXT

Viktor Lázár

Independent developer, Budapest • Founder of Level 0x40 Labs

WAD Commander grew out of Viktor’s long-standing interest in retro games and the engines behind them, and in making old games feel like first-class modern software again. Several of the engines that power the platform are his own work.

C:\WADCMD\PRESS> dir platform /w

Six things WAD Commander does differently

Other sites let you run an old game. WAD Commander remembers what happened, lets you share it, and gives the community something to compete on.

C:\MOMENTS\

01 Every session tells a story

Each time someone plays, WAD Commander writes it down. The session history records duration, active playing time, kills, deaths, items, secrets and every level visited, so a Tuesday-night run becomes something worth looking back on.

- Screenshots collected in a polaroid gallery
- Automatic recordings of every level and life, replayed on the exact engine and files they were made with
- Video export to MP4 or WebM, rendered on the player's own device
- A full history of past sessions with statistics and captures

C:\FEED\

02 Moments, shared with people who get it

The community feed is where moments are shared, within each age group. Players post a screenshot, a replay of a run or a complete session from their history with a short caption. Others watch, comment and filter the feed by game, map, difficulty and mode.

- Posts and comments up to 280 characters, longer posts with WADCMD+
- Shared sessions show their statistics and a level-by-level log
- Reading and posting need a free account with a verified age
- Game files are never uploaded, only the moment itself

C:\COMPETE\

03 Achievements, leaderboards, tournaments

Supported games track achievements for completed levels, secrets, kills and full clears. Players who want more can enter casual and ranked leaderboards for every map, or run their own events.

- Four categories: Time Attack, Kill Count, Completionist and Secret Hunter
- Times measured in engine ticks, not wall-clock time
- Ranked runs are submitted with their recording as proof and can be reviewed
- An Overall score rewards placement across many maps rather than grinding one
- Custom private events and tournaments with WADCMD+; public tournaments are coming soon

C:\MULTI\

04 Multiplayer without the setup

Hosting a co-op or deathmatch game takes one click from a map. The room gets a link and a QR code, open rooms appear in a live directory, and friends can join while the game is already running.

- 2-player multiplayer support in emulators
- Up to 4 players in the Doom-engine games, up to 256 in the Quake series
- Rooms stay within an age group; without an account, players join guest rooms under anonymous names
- Peer-to-peer connections, with another player taking over if the host leaves
- Every player's game files are checked to match, so everyone plays the same setup
- Direct invitations for friends, and private rooms with WADCMD+

C:\LIBRARY\

05 A library that respects your collection

Players import the games they own and WAD Commander does the rest: it identifies the game from its files, prepares the engine and gives each game its own page, settings and address on the web.

- Folders, ZIP and RAR archives, Amiga and C64 disk, tape and cartridge images
- Mods, expansions and load order, saved as named setups with their own links
- Per-game settings, key bindings, touch layouts and controller support
- Cloud sync and cloud saves across devices with WADCMD+

C:\ANYWHERE\

06 Browser-first, everywhere

WAD Commander is a web app first and always. It runs in recent browsers on computers, tablets and phones, installs to the home screen or desktop, and keeps working without a connection once a game is added.

- Touch controls designed per game, with a layout editor
- Full gamepad and keyboard navigation, down to F-key shortcuts
- Offline play for installed games, with automatic updates
- Native iOS and Android apps are on the way; the web stays the main way to play

C:\WADCMD\PRESS> type community.txt

Social by choice, private by default

Play without an account. With a free age-verified account you can share your gaming moments. Social sharing is limited to players in the same age group; players under 18 also need parent or guardian approval.

Accounts and sign-in

Sign in with an email link or a passkey. Age-verified players can add a unique username and upload or set an avatar.

Friends and follows

Find friends, follow other players and build a feed around the people you want to keep up with. Share discoveries, compare runs and invite friends to play together.

Inbox and notifications

Get game invitations, friend requests and tournament alerts in one inbox. Optional notifications on your phone or desktop help you catch a friend's game or the start of a tournament.

Profile and activity privacy

Give friends a look at what you're playing, from recent sessions to playtime and gameplay stats. Separate profile and activity settings let you choose how much to share.

Posts and game captures

Share a screenshot, show a run in a gameplay video, or post an achievement and session stats. Add a caption and discuss the game in the comments.

Your files stay yours

Without an account, everything stays in the browser on the player's device. Signing in never moves or claims local files on its own.

C:\WADCMD\PRESS> wadcmd /plus

WADCMD+

More control. More privacy. Your games, everywhere.

WAD Commander is free to play, and the community is free to join. **WADCMD+** is the optional membership for players who want more control and more privacy: private multiplayer rooms, custom private events and tournaments for their own group, a private cloud for their library and saves, deeper, private analysis of their runs, posts without a character limit and a WADCMD+ badge on their public profile.

Everything WADCMD+ stores is private to the member's account. Game files are never shared with other players, and canceling never touches what is already on the player's own device.

WADCMD+ doesn't require an age-verified account.

$4.99 per month

SAVE 16%

$49.99 per year

Compare plans

Feature	Free	WADCMD+
Play in the browser, install as an app, play offline	■	■
Library, mods and setups on your device	■	■
Screenshots, recordings, replays and session history	■	■
Public multiplayer rooms	■	■
Community feed, friends, achievements	■	■
Casual and ranked leaderboards	■	■
Best runs kept per leaderboard category	10	100
Characters per feed post	280	No limit
Characters in the profile bio	160	No limit
Private multiplayer rooms	–	■
Custom private events and tournaments	–	■
Private cloud sync of library, setups and settings	–	■
Cloud saves across devices	–	■
Cloud backup of screenshots, replays and sessions	–	■
Private run analysis: comparisons, history, timelines	–	■
WADCMD+ badge on the public profile	–	■
Price	Free	$4.99/mo $49.99/yr

■ included – not included • Public tournaments: coming soon

C:\WADCMD\PRESS> dir games

Supported games*

More than 300 classic games run on engines made for them, and emulators open up thousands more, with more engines and emulators to come.

FIRST-PERSON

Doom, Doom II, Final Doom, Freedoom, Heretic, Hexen, Strife, Wolfenstein 3D, Spear of Destiny, Duke Nukem 3D, Shadow Warrior, Blood, Quake, Quake II, Quake III Arena, Return to Castle Wolfenstein

Expansions and mission packs, Doom-engine mods, DeHackEd patches and the SIGIL episodes. Multiplayer in the Doom-engine games and the Quake series.

ACTION & CINEMATIC

Prince of Persia, Prince of Persia 2: The Shadow and the Flame, Another World, Flashback, Heart of Darkness, Fade to Black, Jazz Jackrabbit and its two holiday specials

Revisit familiar levels, master difficult sequences and capture your best runs.

STRATEGY, SIM & RPG

Theme Hospital, Dungeon Keeper, Heroes of Might and Magic II, Ultima VII: The Black Gate and Serpent Isle, The Elder Scrolls: Daggerfall

Build hospitals, manage dungeons, command armies and explore open worlds.

ADVENTURE • 250+

Point-and-click adventures from LucasArts, Sierra, Revolution, Westwood, Coktel Vision, Humongous and others, including Beneath a Steel Sky, Lure of the Temptress, the Broken Sword series and Simon the Sorcerer 1 and 2

ScummVM, with Roland MT-32 and General MIDI music.

EMULATORS

Any DOS, Amiga or Commodore 64 game the player owns, from installed folders and archives to floppy, hard disk, tape and cartridge images. Each gets its own library entry, like any other game.

DOSBox Staging, vAmiga and VirtualC64, the last two on free replacement ROMs. More emulators to come.

FREE • 150+

Demos, shareware episodes, freeware releases and open-source games, from the Doom and Quake shareware to Freedoom and Beneath a Steel Sky

Added from the library in one click.

* The game list may change, and not every game may be available at launch.

LEGAL.TXT

WAD Commander does not distribute commercial games. Full versions require the player's own copy, imported from their original media or a digital store installation. More than 150 free demos, shareware episodes, freeware releases and open-source games are offered in the library, only where their licenses allow it. Game titles are listed for compatibility only and belong to their respective owners.

C:\WADCMD\PRESS> dir engines

Real engines, right in the browser

Wherever possible WAD Commander avoids generic emulation: games run on their own engines, source ports and faithful reimplementations, made for the web.

C:\WADCMD\ENGINES

Volume in drive C is WADCMD
Directory of C:\WADCMD\ENGINES

Name	Built on
DOOM	Level 0x40 Labs, with code from many Doom source ports
WOLF3D	Level 0x40 Labs
BUILD	Level 0x40 Labs' Build-compatible engine, with the games' GPL code
PRINCE	Level 0x40 Labs, partly based on SDLPoP
MONTOIR	Gregory Montoir's newraw, REminiscence, HODE and f2bgl
OPENJAZZ	OpenJazz
QUAKE	QuakeSpasm, Yamagi Quake II, ioquake3, iortcw
CORSIXTH	CorsixTH
KEEPERFX	KeeperFX
FHEROES2	fheroes2
EXULT	Exult
SCUMMVM	ScummVM
DOSBOX	DOSBox Staging
COMMODOR	vAmiga, VirtualC64

30+ engine packs • downloaded once, kept on the device

Local-first storage

Games, saves, screenshots and recordings stay on the player's own device, in the browser's private storage.

Offline-ready web app

The app and each installed engine stay on the device. Downloads resume after interruptions, and updates install between sessions.

Period-correct sound

OPL3 FM synthesis, Roland MT-32 emulation and General MIDI, using the ROMs and SoundFonts players add themselves.

Peer-to-peer play

No game servers: one player hosts, the others join, and open rooms appear in a live directory the moment they start.

Deterministic replays

Recordings play back exactly as they were made, and videos export right on the player's device.

C:\WADCMD\PRESS> type facts.txt

The essentials

FACTS.TXT

Name	WAD Commander (short form: WADCMD)
What it is	A retro gaming platform that runs in the browser and installs as an app
Developer	Level 0x40 Labs
Founder	Viktor Lázár, independent developer, Budapest
History	Started in 2019 as a browser-based launcher and file manager for WAD files. Version 2.0 grows it into a retro gaming platform.
Platforms	Recent versions of Chrome, Edge, Firefox and Safari, on Windows, macOS, Linux, ChromeOS, iOS, iPadOS and Android.
Native apps	iOS and Android apps in development. The web remains the primary platform.
Price	Free to play, no account required. Free account for community features.
WADCMD+	Optional membership: private multiplayer, events and tournaments, cloud sync and saves, run analysis, unlimited post length, a profile badge. $4.99 per month, or $49.99 per year (save 16%).
Catalog	300+ games on dedicated engines, thousands more emulated. 150+ free as shareware, demo and freeware versions
Engines	30+ engine packs that run right in the browser
Multiplayer	Public co-op and deathmatch rooms in supported games: 2-player in emulators, up to 4 players in the Doom-engine games, 16 in Quake, 64 in Quake III Arena and 256 in Quake II (4 in co-op). Private rooms with WADCMD+.
Tournaments	Join public tournaments, or create custom private events and tournaments with WADCMD+.
Input	Keyboard and mouse, gamepad, touch
Language	English
Website	wadcmd.com

BRAND.TXT

Name. WAD Commander: “WAD” in capitals, two words. Short form WADCMD. The membership is WADCMD+. The domain is written in lowercase: wadcmd.com.

Type. A single bitmap console typeface in the IBM PC code page 437 style, as on this page.

Color. The 16-color DOS/EGA palette: black and gray surfaces, yellow for focus and emphasis, blue for WADCMD+ and panels.

#000000	#555555	#AAAAAA
#FFFFFF	#FFFF55	#0000AA
#00AAAA	#55FF55	#AA0000

C:\WADCMD\PRESS> copy kit*.* a:

Logos and copy, ready to use

Use these assets when writing about WAD Commander. Please don't alter the logos or recolor the floppy.

Download the logos in full resolution at **press.wadcmd.com**.

ICON.PNG



App icon • PNG • transparent

WORDMARK.PNG

>WADCMD.com_

Wordmark • PNG • on black

LEVEL0X40.SVG



Developer • SVG

ABOUT.TXT

SHORT

WAD Commander is a free retro gaming platform that runs in the browser. Players can play classic games, capture screenshots and replays, keep a history of every session, and share those moments with the community at wadcmd.com.

MEDIUM

WAD Commander is a free retro gaming platform at wadcmd.com. It runs classic PC, DOS, Amiga and Commodore 64 games directly in the browser on dedicated engines made for the web, on desktop, tablet and phone. Every session is saved to the player's history together with its screenshots and replays, which players can keep on their device or share in a community feed, alongside achievements, leaderboards, tournaments and multiplayer rooms for up to 256 players.

LONG

WAD Commander is a free retro gaming platform at wadcmd.com. It runs classic PC, DOS, Amiga and Commodore 64 games directly in the browser, on dedicated engines made for the web, on desktop, tablet and phone, and it installs as an app that keeps working offline.

Every session is saved to the player's history with its statistics, screenshots and replays. Players can keep these on their own device or share them in a community feed, and can chase achievements, climb casual and ranked leaderboards, compete in tournaments, and open multiplayer rooms for up to 4 players in the Doom-engine games and up to 256 in the Quake series. The optional WADCMD+ membership, at $4.99 a month or $49.99 a year, adds private multiplayer rooms, custom private events and tournaments, private cloud sync and cloud saves.

WAD Commander started in 2019 as a browser-based launcher and file manager for WAD files, the data format behind some of the most-modded games of the 1990s. Version 2.0 grows that idea into a platform for more than 300 games on over 30 dedicated engines, and thousands more through emulators, with a local-first design in which game files stay on the player's device. WAD Commander is developed by Level 0x40 Labs, founded by Viktor Lázár, an independent developer based in Budapest.

C:\WADCMD\PRESS> help /faq

Frequently asked questions

[-] Is WAD Commander free?

Yes. Playing is free and needs no account. A free account adds achievements and leaderboards; an age-verified account adds the feed and friends, shared within the player's age group. The optional WADCMD+ membership, at $4.99 a month or $49.99 a year, adds private multiplayer, custom private events and tournaments, cloud sync and cloud saves, deeper run analysis, posts without a character limit and a WADCMD+ badge on the profile.

[-] Do players need to own the games?

For commercial games, yes. WAD Commander does not distribute them: players import files from copies they own, and those files stay on their device. The library also offers more than 150 free demos, shareware episodes, freeware releases and open-source games, included where their licenses allow.

[-] Is it an emulator?

WAD Commander combines game engines and emulators in one browser app. Games such as Doom, Quake and Theme Hospital run through ports or reimplementations of their engines, using the original game data. It also includes DOSBox Staging, vAmiga and VirtualC64, which emulate DOS PCs, Amiga and Commodore 64 systems to run their original software. Both approaches share the same game library and interface.

[-] What happens to players' files and data?

WAD Commander is local-first. Games, saves, screenshots and replays are stored in the player's browser. Nothing is uploaded unless the player chooses to: publishing to the feed shares only that screenshot, replay or session, never the game files. Cloud sync and cloud saves are part of WADCMD+, opt-in and private to the member's account.

[-] Does it work on phones, and offline?

Yes. WAD Commander adapts to phones and tablets with touch controls designed per game, and it installs to the home screen as a web app. Once a game has been added, it plays offline. Multiplayer and community features need an internet connection.

[-] Will there be native apps?

iOS and Android apps are in development. WAD Commander stays web-first: the browser version and the installable web app remain the main way to play.

[-] Who makes WAD Commander?

WAD Commander and its custom game engines are developed by Level 0x40 Labs, founded by Viktor Lázár, an independent developer in Budapest. The platform builds on many open-source projects, credited with their licenses in the app's About dialog.

C:\WADCMD\PRESS> type contact.txt

CONTACT.TXT

Talk to us

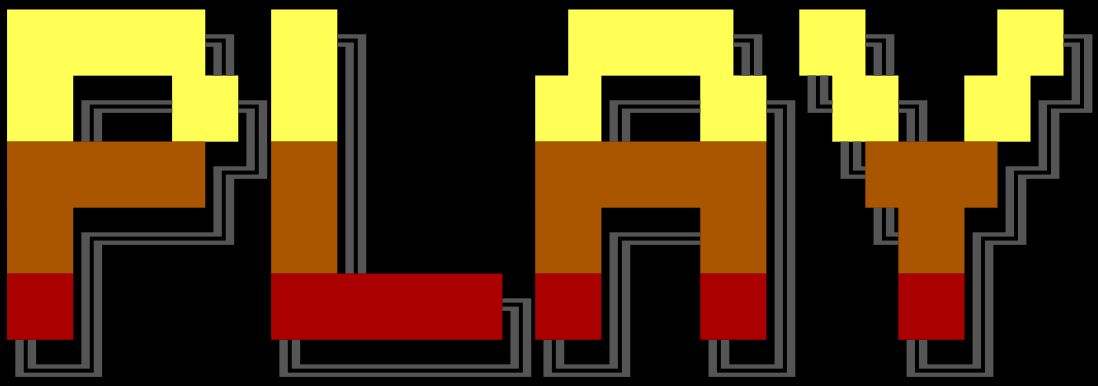
For interviews, early access to new features or anything this page doesn't answer, get in touch.

Press	press@wadcmd.com
Web app	wadcmd.com
X	@level0x40 • Level 0x40 Labs
Developer	level0x40.com

SCAN TO PLAY

wadcmd.com

C:\>wadcmd.com
DOS/4GW Protected Mode Run-time Version 1.97
Copyright (c) Rational Systems, Inc. 1990-1994
Loading library ..... OK
Loading community ..... OK
Loading your moments .. OK



The best way to understand WAD Commander is to play a few minutes of something you loved.

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