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Can the big-screen Doom possibly live up to the legacy of the game, the granddaddy of all first-person shooters?

Fans of the franchise were less than enthused to learn that the script, rewritten almost 30 times, excised the game's core theme (shoot demon, repeat) and turned it into a story about a virus gone AWOL à la Resident Evil (shoot zombie, repeat). And casting wrestler-cum-actor the Rock as Doom's hero didn't reassure them. But producers John Wells (The West Wing) and Lorenzo di Bonaventura (Constantine) insist they've given the film enough familiar "game moments" to satisfy fans. Here's a sneak peek at how the action, look, and bad guys fare.

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