QUAKE™

Authorized Strategy Guide

Detailed Level Maps Guide You Through These Halls of Terror

Covers Shareware and Registered Versions for PC

id™

///BradyGAMES
STRATEGY GUIDES

QUAKE™

AUTHORIZED
STRATEGY GUIDE

|||BradyGAMES
STRATEGY GUIDES

Quake Authorized Strategy Guide

Legal Stuff

TABLE OF CONTENTS

Introduction

No game in the past five years has affected the gaming industry as much as Doom. With sales of more than two million units and an installed-shareware base of nearly 20 million units, it's one of the most successful and popular games of all time. This 3-D action/adventure game features fast and violent gameplay, awesome graphics, and a depth previously unseen in games of this nature. Many have tried to copy this formula, not surprisingly, with varying degrees of success. Even id, the creators of Doom, have attempted to one-up themselves with variations of the same game engine, such as Doom II, Final Doom, etc.

But now id has launched the most-anticipated title of the year and true successor to Doom: Quake. Built with a superior 3-D world-building engine, Quake features a number of vast improvements over Doom, such as:

- Faster, more immersive gameplay
- Improved graphics, including 3-D modeled, polygon-based texture-mapped levels and items
- Six full degrees of freedom
- Original music from Trent Reznor of Nine Inch Nails fame
- Jumping and Looking keys
- Swimming in underwater environments
- Multiple death sequences
- Advanced networking capabilities
- And much, much more!

In fact, by co-creator John Romero's estimate, Quake pushes the technology ten times further than Doom! This game will truly revolutionize the industry and be the standard that all future contenders will be measured against.

THE STORY

You receive an early-morning call from your commanding officer, who assigns you to lead a covert mission called Operation Counterstrike. It seems that Quake, an enemy from a distant

dimension, is preparing to launch an offensive assault upon Earth, using slipgates to instantly transport his armies into position. But a secret government installation researching the top-secret slipgate technology has made an important breakthrough that will allow your team to strike first.

Upon arriving at the complex, you find that it has already been overrun by Quake's minions. In one swift blow, Operation Counterstrike has been wiped out. As the only survivor, your mission is clear: You must take the slipgate in the center of the complex to Quake's dimension, and bring the battle to him.

The Guide

In the following pages you'll learn all you need to know to attain the rank of Quake Master. Each mission is broken down into mission objectives, necessary steps, and level secrets. To help out, detailed maps display the information in an easy-to-understand context. You'll also find tips on how to defeat each enemy, the benefits of each weapon and powerup, and successful strategies for multiplayer games. What more could a Quake-fanatic ask for?

Game Basics

Here are the default basic controls:

Walk—(Arrow Keys—Back, Forward, Right, Left)

Run—Shift + (Arrow Keys)

Jump—Space Bar or Enter

Swim—Space Bar or Enter

Shoot—Ctrl

Sidestep left—. or >

Sidestep right—, or <

Strafe—Alt

Swim Up—D

Swim Down—C

Look Up—A or PgDn

Look Down—Z or Del

Center view—X or End

The function keys:

Help—F1

Save game—F2

Load game—F3

Options menu—F4

Multiplayer menu—F5

Quicksave—F6

Quickload—F9

Quit to operating system—F10

Sniper mode—F11

Screenshot—F12

The weapons:

Axe—1

Shotgun—2

Double-barreled shotgun—3

Nailgun—4

Super nailgun—5

Grenade launcher—6

Rocket launcher—7

Thunderbolt—8

Change to next weapon—/

2

Weapons and Monsters

The world of Quake is a dangerous one, filled with beasties waiting to tear you limb-from-limb. Luckily, it's also filled with powerful weapons and lots of handy powerups to give you a fighting chance.

Powerups

Quake features a number of powerups that are activated when you walk or run over them. Two powerups boost your health (health, megahealth); three provide protection from attacks (armor, biosuit, pentagram of protection); and two others grant you special powers (ring of shadows, quad damage rune).

Health
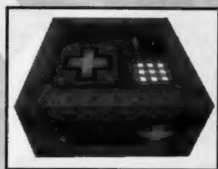
Health is a precious commodity in Quake. When you have less than 100 points, you can pick up health powerups that give you 15 points each, up to a maximum of 100 points.

Tip: Keep an eye out for health powerups, even if you don't need them. Chances are, you'll be returning to them for a quick fix!

Megahealth

This powerup is the ultimate health boost: 100 points of health, up to a maximum of 200 points. Note that if it boosts your health over 100 points, you'll only enjoy the total boost for five seconds. After five seconds, your health slowly decreases back down to 100 points.

> **Tip:** To get the most out of this powerup, try to pick it up when your health is 100 points or more, using nearby health powerups first if necessary.

Armor

Armor provides some basic protection from enemy fire. It absorbs about a third of the damage you take, until it's depleted.

There are three types of armor, each offering a different amount of protection:

Green	100 pts.
Yellow	150 pts.
Red	200 pts.

> **Tip:** Generally, the better the armor, the harder it is to find. Keep an eye out for hidden rooms and secret areas.

Biosuit

The biosuit is a fully-contained environmental safety suit, offering you complete safety from toxic slime for 30 seconds. The suit is made of a special material that resists the corrosive effects of slime. It has its own air supply, enabling you to stay underwater (or underslime) the entire time the suit is active.

> **Note:** The screen has a green tint while the biosuit is active. You'll be warned when you have less than five seconds of safety left.

Pentagram of Protection

This is the ultimate in protection. For 30 seconds, the pentagram boosts your armor level up to 666, rendering you invincible. A handy side effect of this powerup is that it also casts a glow around you, allowing you to see even in total darkness.

While this powerup is active, the face on the status bar has red eyes. You're warned when you have five seconds of protection left.

Ring of Shadows
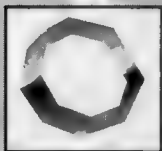
The ring of shadows renders the player almost completely invisible. All you can see on the status line and in the view window are disembodied eyeballs! The effect lasts for 30 seconds—you're warned when the effect is about to run out.

Quad Damage Rune

This rune quadruples the damage you do with all weapons for 30 seconds. It also casts a glow that allows you to see in total darkness. While under the power of this rune, you can mow down most lower-level monsters with one shotgun blast. A double-barreled blast will cause them to disintegrate into a fine, red mist! You're warned when you have less than five seconds of quad damage left.

> **Tip:** Every shot fired while quad damage is active is accompanied by a reverberating echo. Listen for this distinct sound during Deathmatch games and avoid getting in front of any players emitting it!

Weapons and Ammo

There are eight different types of weapons and four types of ammo in Quake. This section covers the weapons and associated ammo. Each weapon is listed with its activation key (1-8), type of ammo used, initial amount of ammo in the weapon (in parenthesis after the type of ammo), and notes on its use.

Axe

Activation key: 1
Ammo used: N/A

Your trusty axe is always ready to draw blood. The only problem is that it doesn't draw very *much* blood. Use the axe as a last resort or to open secret doors without wasting ammo.

Shotgun
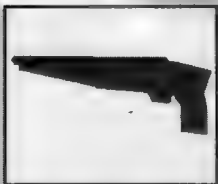
Activation key: 2
Ammo used: Shotgun shells (25)

The shotgun is the projectile weapon you start the game with. It does little damage but fires quickly. Sustained fire can take down most lower-level enemies in only a few shots. However, if you have another projectile weapon, use it instead.

> **TIP:** The shotgun makes a better medium- to long-range weapon than the double-barreled shotgun because its shot doesn't spread quite as far. The shotgun also makes the best weapon for shooting switches and opening secret doors because of the expandability of its ammo.

Double-barreled Shotgun

Activation key: 3
Ammo used: Shotgun shells (5)

The double-barreled shotgun is nothing short of a hand cannon at close range. It fires two shotgun shells at once and, when all the projectiles hit, does twice the damage of the normal shotgun. The downside of this weapon is the spread of its multiple projectiles. At anything but close range, it isn't very effective.

> **TIP:** Use this weapon up close and from behind when possible.

Nailgun

Activation key: 4
Ammo used: Nails (30)

The nailgun operates like a double-barreled machine gun, firing a stream of nails at the intended target. This weapon is most effective at medium to long range, but can be used effectively at very close range as well. The downside to this weapon is the tight grouping of its projectiles, making it easy to miss the target if your aim is off.

> **TIP:** Weave slightly back and forth and "hose down" your target with the nailgun to ensure a hit with as many projectiles as possible.

Super Nailgun

Activation key: 5
Ammo used: Nails (30)

The super nailgun also fires nails, but much faster and in a single stream. The super nailgun is an excellent long-range weapon, and does the most sustained damage when you can keep the nails on target.

Grenade Launcher

Activation key: 6
Ammo used: Rockets (5)

Note: If a grenade comes in contact with a monster or player, it will explode immediately.

The grenade launcher lobs grenades toward the target. The grenades bounce off walls, ceilings, and the floor before coming to a rest. A few seconds later they explode, doing damage to anything (and anyone) nearby.

This weapon is great for laying down suppressive fire and can be used at medium range against targets if a direct hit is possible. The danger lies in getting caught in the resulting explosion(s), or bouncing a grenade back onto yourself.

Tip: The grenade launcher can be used to boost the player's jump to three or four times its normal range. Lob a grenade at the approximate spot where you want to jump, and time your jump so that you're in the air above the grenade when it explodes, catapulting you further in the air. (You'll take some damage, but if done right it will be minimal—especially if you have armor.)

Rocket Launcher
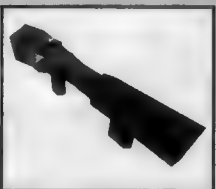
Activation key: 7
Ammo used: Rockets (5)

The rocket launcher fires rockets at high velocity. The rockets explode on contact with anything—animal, vegetable, or mineral—causing damage to anything nearby. This weapon is most effective at medium range, but requires precise aim.

Note: Rockets are easier to dodge when fired from long range; however, close-range explosions can cause damage to you.

Tip: If you're under rocket fire, watch the rocket trails and follow them back to your opponent's position.

Thunderbolt
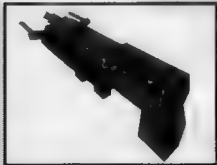
Activation key: 8
Ammo used: Energy cells (15)

Two words: *controlled lightning.* The best all-around weapon and a favorite in Deathmatch, this baby only has two downsides:

- It's pretty much limited to medium range.
- It's dangerous to use around water or slime.

Use this weapon against tougher enemies, or with sustained fire in crowded rooms. However, avoid using it while standing in water or swimming—the weapon will deplete all of its ammo in one large electrical charge. This charge does damage to anyone in the water with you, but does the most damage to *you!*

Ammo

There are four types of ammo in the game:
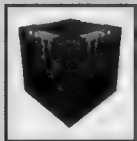
- Shotgun shells
- Nails
- Rockets
- Energy cells
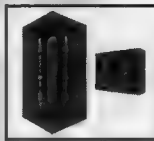
Each type of ammo comes in boxes of two sizes: small and large. The amount of ammo in each box is as follows:

Ammo	Small Box	Large Box	Maximum Amount
Shotgun shells	20	40	100
Nails	25	50	200
Rockets	5	10	100
Cells	6	12	100

Monsters

There are many beasties inhabiting the levels of Quake. This section gives you the details on each of them.

Rotfish

A rotfish is a piranha with an attitude. These boys inhabit slime pits and water holes and can be more than a little annoying in groups. Luckily, a well-placed shotgun blast or two will dispatch them quickly.

> **Note:** These critters don't have a ranged attack. They must be right next to you to do any damage. Kill them before they get too close.

Rottweiler

Fast and vicious, these dogs tend to get real close, real fast. Their weakness is their straight-line attack—it takes just a couple of good shots to put them to sleep before they can sink their teeth into you.

Grunt

Your basic… well… grunt. These boys have shotguns and aren't too bright. Keep your distance to avoid taking too much damage, and frag them with a few shotgun blasts.

Enforcer

Enforcers are grunts with improved armor and weaponry. It takes four shotgun blasts to drop one of these guys—and they're equipped with lasers to drop you. Stay at longer ranges, or surprise them with a double-barreled present from behind.

Knight

Knights are walking tin cans with long, sharp swords. With no long-range attack, knights must be standing next to you to do any damage. Take them down with a blast from the nailgun or several quick shotgun blasts.

Death Knight

Think of these guys as knights with improved armor and weaponry. Death knights withstand twice the damage, do more damage at close range, and have a firestorm weapon for medium range. The most effective weapon against this enemy is the thunderbolt, but a stream of nails works well, too.

Zombie

Zombies are your basic living dead. They throw bits of their own flesh at you and get back up when you "kill" them! The only way to destroy these nasty creatures is to blast them into dog food with grenades and rockets.

Note: You can only blow up zombies that are standing. Zombies that are "playing dead" are immune to explosions.

Tip: Listen for the zombie's distinct moan.

Scrag

Scrags are flying snakemen that shoot venom-like projectiles. The most dangerous thing about scrags is that they float in midair, allowing them to attack from many angles and from across gorges. They can be remarkably hard to hit, but are extremely vulnerable to a blast of nails or several shotgun shots.

OGRE

Big, bald, and ugly, these guys carry two weapons: a grenade launcher and a chainsaw. Avoid staying at medium range for too long, lest you be blown to bits. Also avoid getting too close and succumbing to the chainsaw. Ogres are best handled at long range (outside of grenade-lobbing range), from above (where their own grenades return to them), or from just outside chainsaw range.

FIEND

Resembling demons from the depths of hell, these monsters can jump great distances and can quickly turn you inside out with their sharp claws. Listen for their distinct snort and the "thud" they make when they jump. Move backwards quickly while filling them with buckshot or nails. Better yet, take them out with the rocket launcher from a good distance away.

SPAWN

Spawns are blue, elastic, and annoying. They resemble globs of jello and bounce around like mad, doing impact damage to you in the process. Getting a decent bead on them is half the challenge; keeping your distance when they die in an explosion is the other half. When possible, kill these critters while they still resemble a jello mold—before they begin moving.

VORE

Half spider and half... um, we're not quite sure, these monsters fire purple energy pods that explode on contact with anything. (To make matters worse, the pods follow you if you move.) These monsters are best dealt with from a distance, with plenty of cover. If you *must* get close, have the thunderbolt or plenty of health and armor!

Shambler

Imagine the abominable snowman, but with the ability to hurl lightning. This monster is perhaps the most dangerous you will face. At close range its claws make short work of armor and flesh alike; at medium range its electrical attack effectively fries your cajones. To make matters worse, the shambler is resistant to explosions, requiring close to 20 direct grenade hits to frag. The good news is that it isn't particularly fond of nails—the super nailgun can make short work of him.

Chthon

Chthon is one of Shub-Niggorath's guardians and is the "boss" for the first episode. He lives in a lava pool and hurls explosive pods at you. Normal weapons cannot kill Chthon.

To kill this beast, you must use the electrical gadgetry surrounding Chthon's lair. There are two floor switches that lower electrodes on each side of Chthon, and a third switch that causes a discharge between the electrodes, catching Chthon in the middle. It takes several discharges to kill Chthon; see the E1M7 level walkthrough for more information.

Shub-Niggurath

This is the main boss of Quake. Although benign by herself, Shub-Niggurath can summon her minions to aid her. Keep your eyes and ears open for threats as you continue to pour ammo into her sickening flesh.

Shub-Niggurath has one vulnerability—telefrags. Find a teleporter and try to teleport on top of her.

> **Tip:** That roving spike ball is the destination of the teleporter...

Other Environmental Hazards and Benefits

There are several other items in the Quake environment that you need to know about.

Radioactive Containers
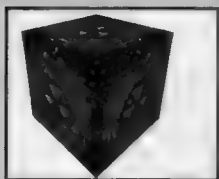
There are boxes marked with radioactive symbols scattered around some of the levels. These boxes explode when shot, causing damage to anything around them.

Water, Slime, and Lava
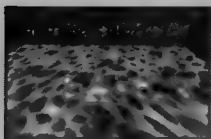
The world of Quake is filled with pools of various liquids. Water is blue, slime is green, and lava is bright red.

Water cannot hurt you unless you stay underwater for too long. Surface every so often to take a breath.

Some slime is like water, but other slime burns the skin and does damage the entire time you're in it. The latter can be safely navigated with a biosuit.

Lava burns, and it burns bad. Keep out of it unless you want to die a horrible death.

> **Note:** Some lava is shallow enough to cross or jump out of, while other pools are too deep and mean certain death. Better safe than sorry, so watch your step.

Traps

Quake includes several traps that range from trap doors to spiked walls. Most of the traps move slow enough—or are obvious enough—not to be a threat unless you're very careless.

TELEPORTERS
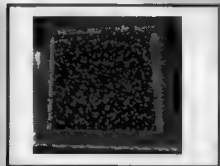
These are the shimmering doorways that instantly take you to another area in the level, or to a new level.

TIP: Be careful with teleporters when playing multiplayer games. If you're standing on a teleporter when another player teleports in, you'll be fragged.

HEALING POOLS

There are a few pools of water that will heal you up to 100 points of health if you step into them. Look for these pools in later levels.

3 LEVEL STRATEGIES

EPISODE ONE:
DIMENSION OF THE DOOMED
E1M1: SLIPGATE COMPLEX
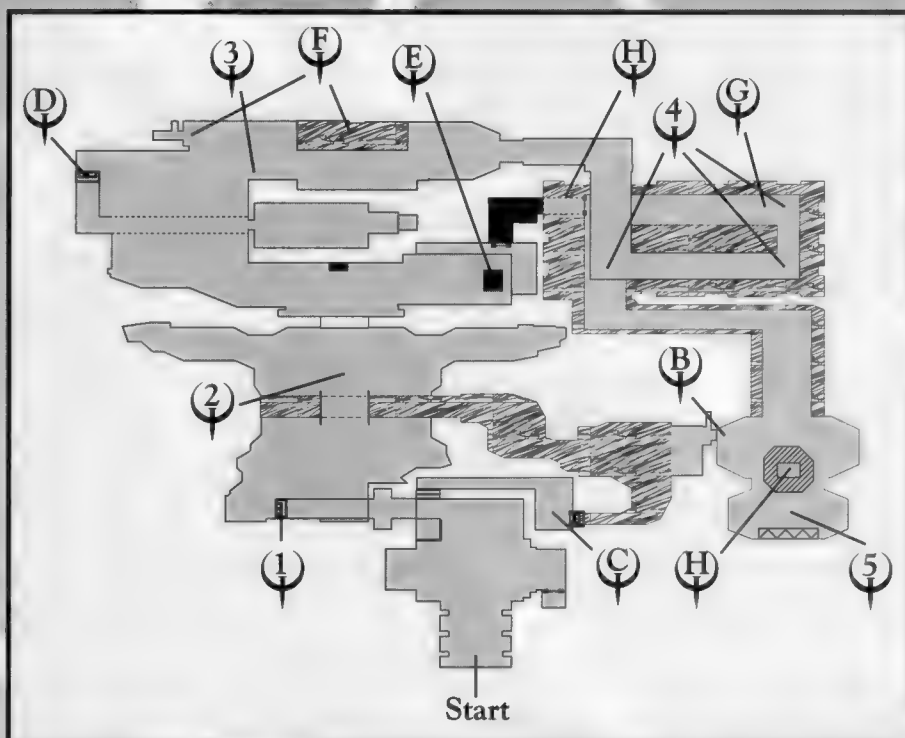
This is where the adventure really begins. This is an easy level with quite a few secrets. Your objective is to get through the overrun base and find the slipgate that leads to Shub-Niggurath's dimension. Be on the lookout for grunts and rottweilers.

CRITICAL PATH

1. Go through the door and push the red switch on the wall to ride the elevator down. Keep your weapon at the ready for any grunts who might be waiting for you.
2. Cross the bridge and enter the front door to the slipgate complex. Shoot the nuclear waste container to take care of any grunts or rottweilers gathered by the entrance.
3. Push the red switch on the wall here to reveal a bridge across the water.
4. Push all three switches along the walkway to proceed to the slipgate.
5. Exit through the slipgate into Shub-Niggurath's dimension.

SECRETS

A. At the ledge with flashing lights, shoot the door with the red design to reveal a box of shells.
B. Follow the river underneath the bridge. Pass the steps to find a megahealth powerup. (Or, before the slipgate, walk up the ramp, turn right, and shoot the column to find a megahealth powerup.)
C. At the end of the cavern, take the lift up to the blue armor and shotgun shells.
D. Take the lift up to the second level. Pick up the nailgun in the room at the end of the catwalk. Watch out for the grunt coming out from behind the secret door. Make sure you get the nailgun ammo before you leave.
E. Go to the corner between the ledge and the column and shoot the globe texture atop the column. A platform rises and lifts you up to the ledge. Turn to your right and shoot the globe texture on the ledge. The wall behind the globe opens, leading to a quad damage powerup.
F. Push the button and a platform slides out from the wall. Halfway across the platform, turn to your left. Shoot the red target and turn to your left. A door opens, revealing a double-barreled shotgun.
G. At the light and the button, jump onto the banister and then to the light. From here, step or jump onto the button. At the wall ahead there's a ledge and two blocks jutting out. Jump to the lowest block, then to the next block, then to the ledge. Inside is a megahealth powerup.
H. Behind the column is a biosuit. Quickly take it, jump into the slime, and swim underneath the door. Swim up the opening in the platform to find some yellow armor and a megahealth. There's also a slipgate here that leads to the area over the door past the bridge.

E1M2:
CASTLE OF THE DAMNED
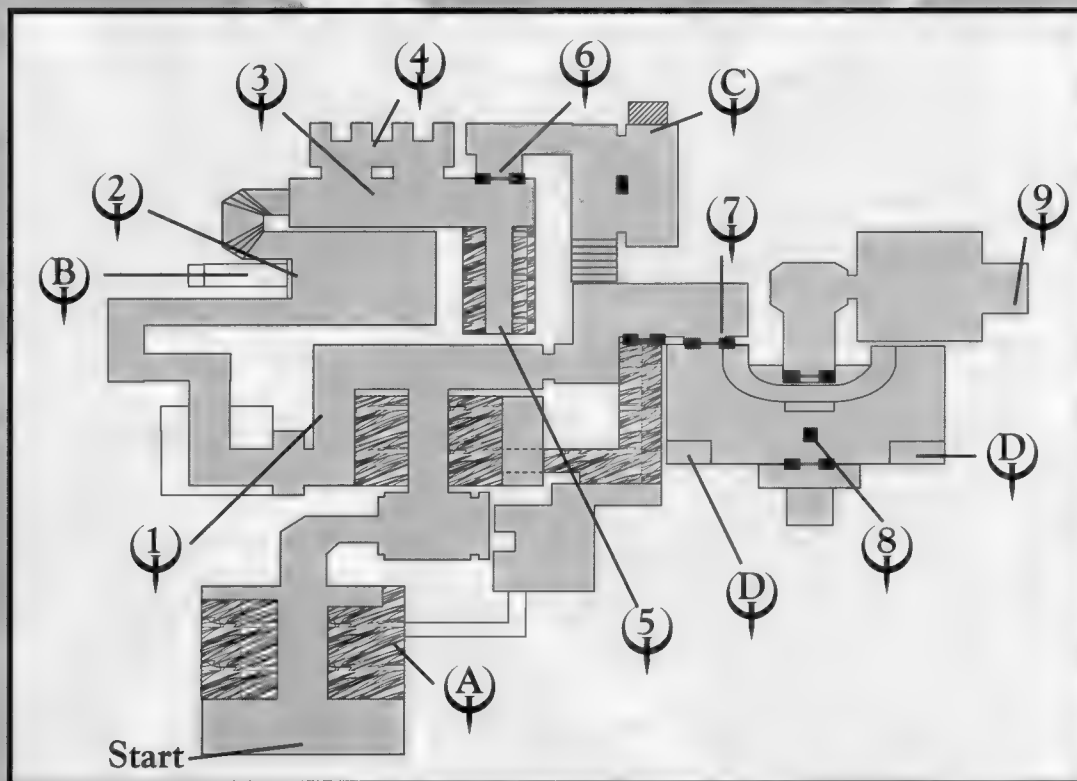
This is where the fun begins, as you meet some of Quake's tougher enemies. Watch out for the ogres and knights. Your goal is to find a silver rune key.

CRITICAL PATH

1. Collect the double-barreled shotgun here.

2. Shoot the red switch on the wall to find the yellow armor.

3. When you enter this area, a wall opens to reveal a room with knights and a wall switch. Back up a little to give yourself room to see all the knights. They're pretty quick and can do lots of damage, so be careful.

4. Push the wall switch to make the bridge appear.

5. This silver rune key is what you're after, so grab it.

6. Once you have the silver rune key, this door opens.

7. Enter the silver door.

8. Step on the burning pentagram switch on the floor to unlock the door behind you. Back toward the door to give yourself room to shoot at the fiend as he leaps toward you. You'll need several well-placed shots to defeat him.

9. Exit through the slipgate.

SECRETS

A. In the water, shoot the light green wall. Continue through the passage to find a small room with a ramp on the left. Walk up the ramp, and you'll find shells and two 25-point health items.

B. Grab the double-barreled shotgun. Jump off the bridge and swim under the arch to the right. Follow the passage to a pool. To the left is a wall with a symbol that opens when you approach. Inside are a 25-point health powerup, a nail box, and a slipgate to the ledge across from where you found the double-barreled shotgun.

C. Push the small plate of stone on the column. A door to the right opens to a quad damage item.

D. After defeating the fiend, you'll notice 2 slipgates. Passing through either one takes you to a ledge with nailgun ammo and two 25-point health powerups.

E1M3: The Necropolis
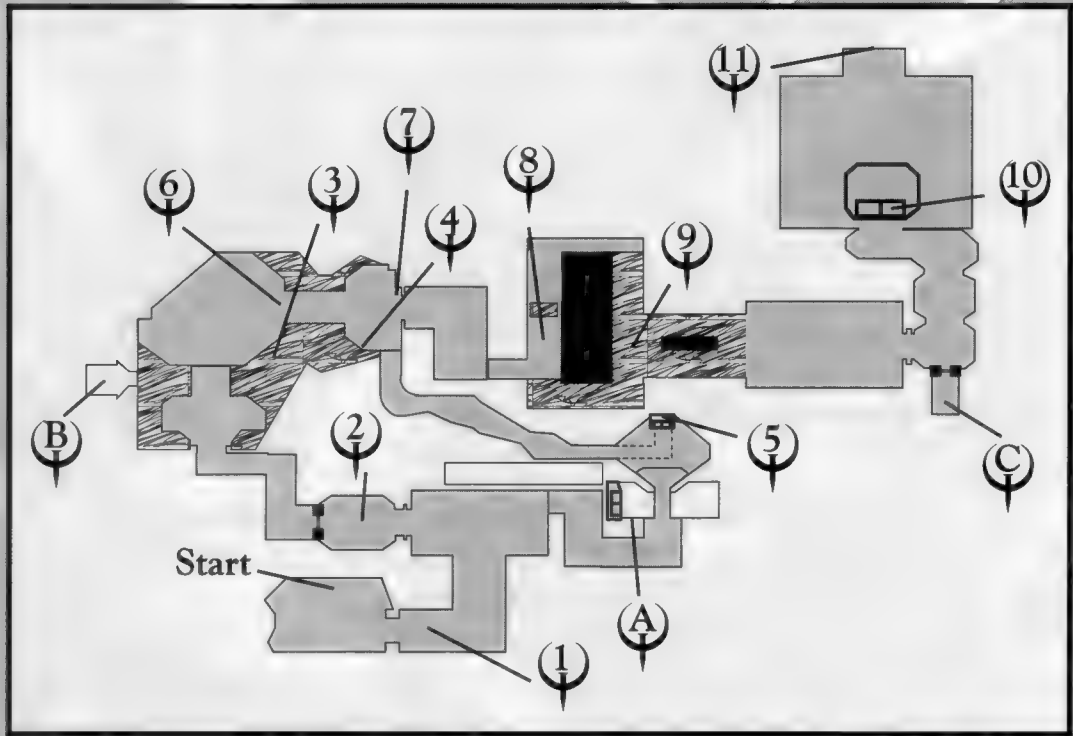
In this level, you need to find a gold rune key. There are a few traps, some pesky zombies, and on the higher levels, even a fiend.

CRITICAL PATH

1. Collect the grenade launcher here. Back up and bounce a grenade around the corner to take out the zombies.

2. There's a nailgun here. Shoot the red switch to reveal stairs in the floor.

3. Jump down into the water to obtain the gold rune key. Watch for the zombies rising from the water around you.

4. Exit the water through this door.

5. Ride the lift up.

6. Watch for the wizards here. Some of them are hiding in the rafters, so be on guard.

7. Enter the gold door.

8. Stay close to the wall to avoid the spike. Jump down through the trap door to the water below.

9. Have your grenade launcher ready down here. You'll need it to deal with all the zombies.

10. Go through the door and push the pentagram switch to activate the lift. Turn around before you reach the top, and be prepared to fight a fiend or two!

11. Exit through the slipgate.

SECRETS

A. Below and to the left of the bridge is an alcove. Shoot the back of the alcove to find rockets and health inside.

B. Stand next to the wall with the dark, unique texture, and you'll fall beneath the water. Follow the passage to land to find a ring of shadows.

C. Find yellow armor blocked by bars. Kill the ogres overhead to remove the bars. Shoot the wall behind the armor, and it reveals a slipgate that leads to some rockets. Make sure to *run* through the slipgate or you'll fall short of the rockets.

E1M4: The Grisly Grotto
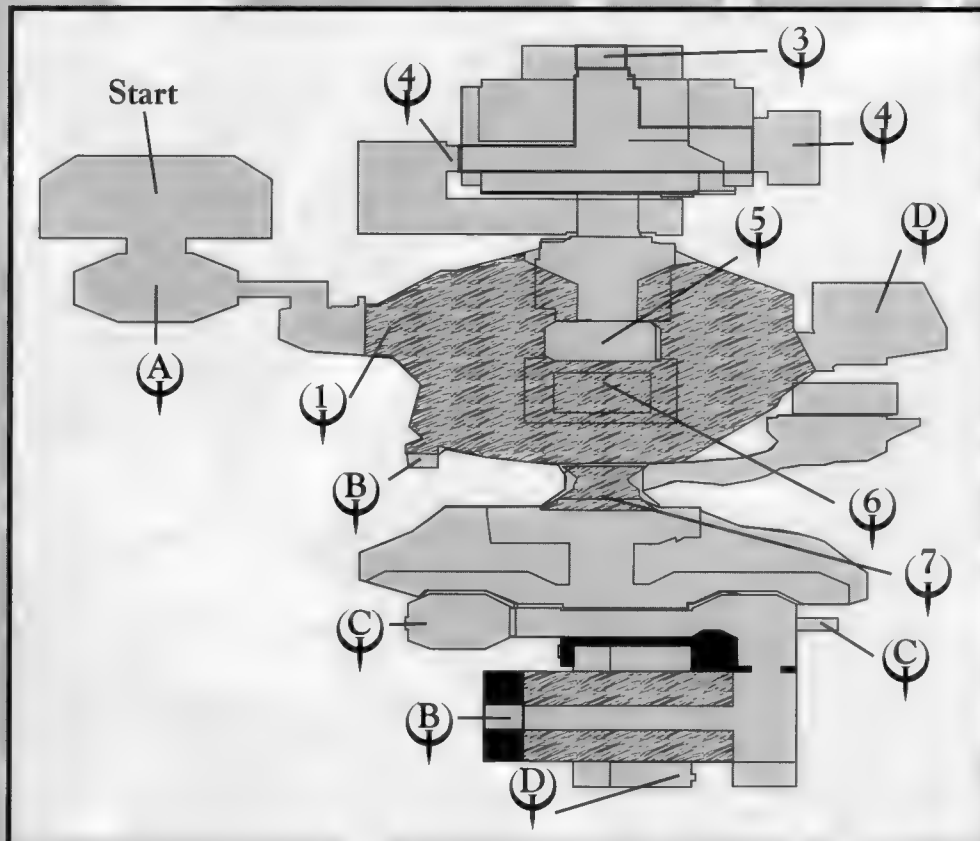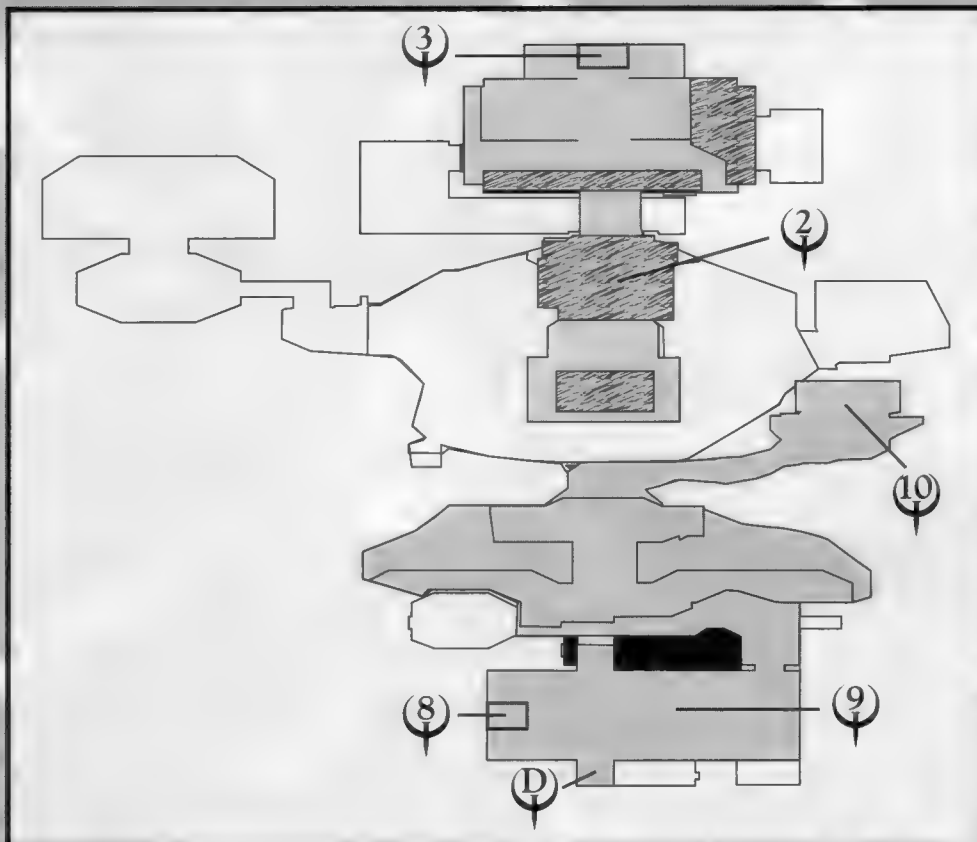
You'll be doing a lot of swimming on this level, and you'll need to beware of the numerous knights who roam through it. The object is to find a silver rune key.

CRITICAL PATH

1. Jump into the water here. Don't forget your biosuit.

2. In the water, look down, go into one of the lit doorways, and continue to the surface where an arrow symbol on the wall points upward.

3. Use the lift, but be careful on the way up—there are knights guarding it on both sides.

4. Press the wall switch on the left side of the bridge, and go through the door that opens on the right.

5. Collect the silver rune key.

6. Jump into the water and go straight. (This is assuming you're facing the same direction as when you went through the door.)

7. Go through the underwater passage in front of you, and you'll surface in front of the silver door on it. Enter the door and be ready for the knights who wait on the other side.

8. Take the lift up and turn around before you reach the top! More knights will be waiting for you.

9. Step on all the floor switches and look out for the nails shooting out of the walls.

10. Exit through the slipgate.

SECRETS

A. Shoot the two red symbols atop the spiral stairs. The ceiling will fall to reveal yellow armor, and might just crush the knight below.

B. Take the biosuit and dive into the water. To the right is a small ledge where you can surface and find rockets.

C. Step on the floor switch at the end of the right hallway. You'll find the yellow armor on the other side of the hallway.

D. At the end of the bridge, ride the platform up and step on all the touchplates. Two doors open in the walls. Enter both and press the buttons. The game tells you that a secret cave has opened. Head back out to the deep pool where you got the silver key. Along the right wall of the cave is a large circular opening. Inside a small room is a grenade launcher, megahealth, and a slipgate to the hidden level: Ziggurat Vertigo.

E1M5: Gloom Keep
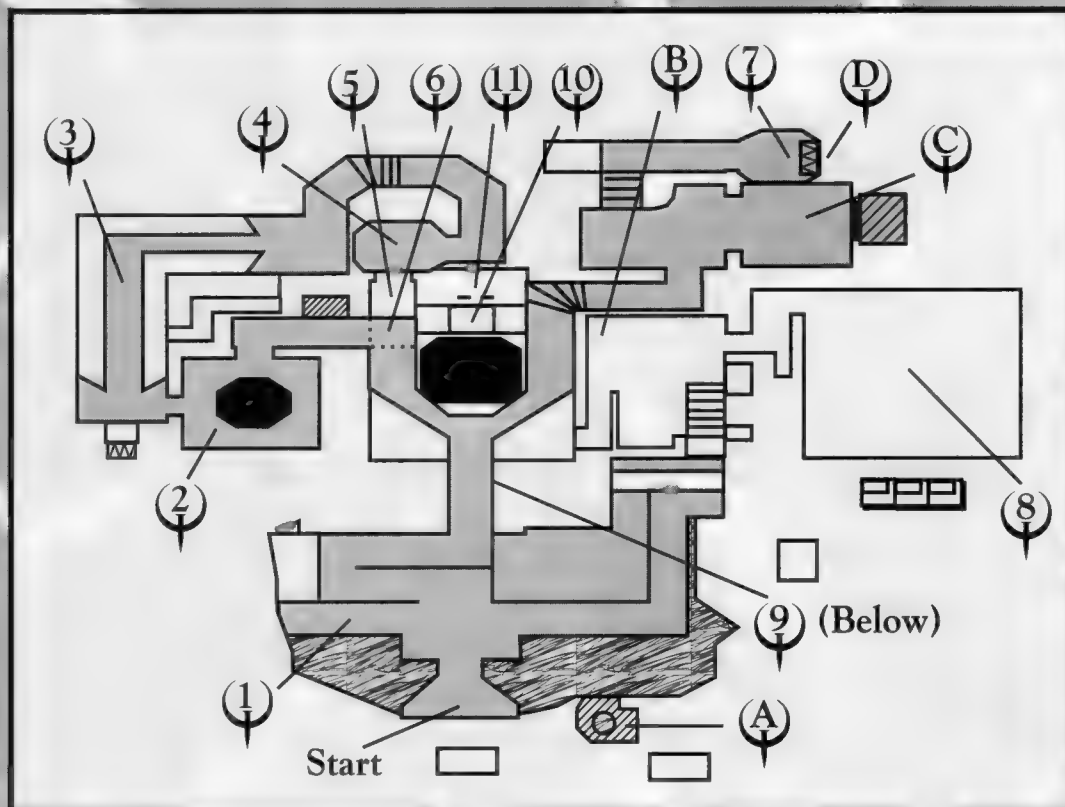
This level features a number of traps. Be prepared for a lot of running around and dropping down holes.

Critical Path

1. Dodge the light spots on the floor or you'll set off traps.

2. The column on top of a checkerboard floor shoots nails in four directions. Touching the checkerboard floor will activate the trap.

3. Step on the floor switch to activate a passage downstairs that leads to a lift. If the second set of spikes pushes you downstairs, don't go through the teleporter. Instead, look for an opening in one of the walls and follow it to the lift, which will bring you out after the second set of spikes.

4. Step on the floor switch.

5. Grab the silver rune key.

6. Drop down the hole.

7. Enter the teleporter.

8. Grab the gold rune key and be prepared for a shambler!

9. Enter the silver door.

10. Push the wall switch, turn around, and take the elevator that came down on the other side of the room, straight through the gold door.

11. Jump down the hole and through the slipgate exit.

SECRETS

A. At the bridge, jump off to the right. There's an area sticking out of the wall. Beneath the water is an opening to a ledge with a nail box and a megahealth.

B. At the platform with the ogre, jump across to a platform that holds rockets and yellow armor.

C. At the center column, hit the torch with your head. A door to yellow armor opens. If the door closes, hit the touchplate.

D. Go behind the slipgate and step through. You appear on top of the building near a quad damage powerup.

E1M6:
The Door to Chthon
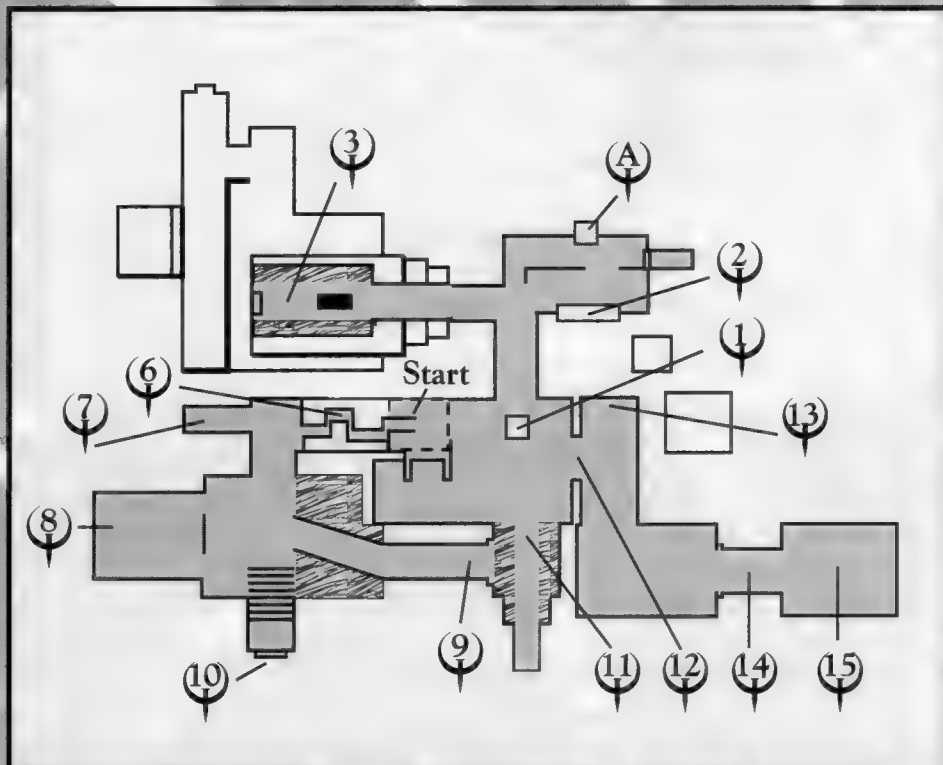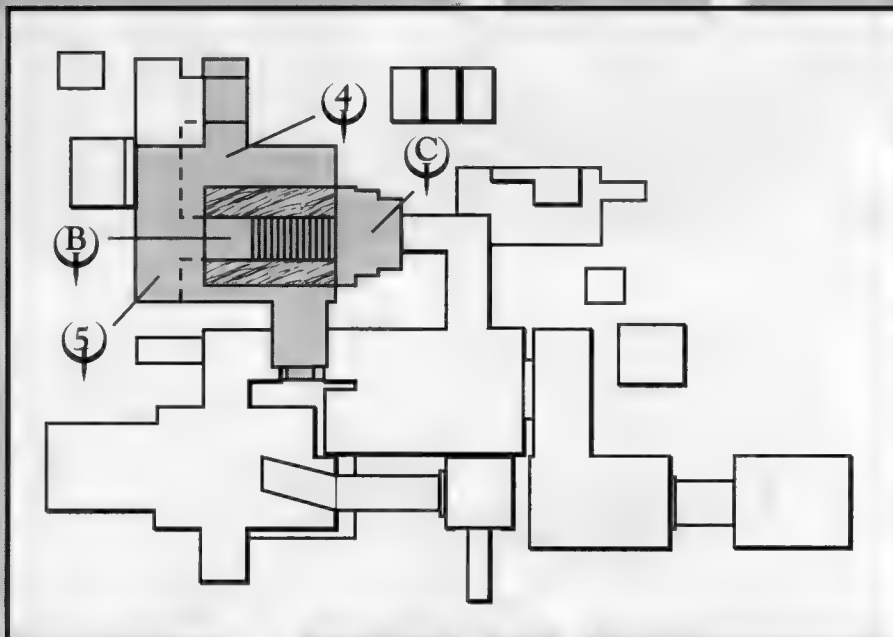
Watch out for the ogres on this level! There are a lot of switches in this level and even more ogres guarding them. You'll need to collect a gold and silver rune key to complete this assignment. A shambler waits for you at the exit.

CRITICAL PATH

1. Push the Quake floor switch to open a wall down the hall.
2. Push this Quake wall switch to open another wall in the area. Ogres will be around nearly every corner from here on out.
3. Grab the yellow armor, push the Quake wall switch, and drop down the hole that opens in the floor.
4. This is a closing room trap. Kill the ogres to reveal the escape route and ride the lift up.
5. Grab the silver rune key here, watch out for ogres, and use the teleporter.
6. Under the level start position, a light reveals a crooked beam path to cross.
7. After crossing the beam, a wall opens and you have to fight some ogres.
8. Push the Quake wall switch to reveal the bridge to the silver door.
9. Enter the silver door and push the Quake floor switch to extend the bridge to the gold key.
10. Enter the teleporter, which returns you to the beginning of the level.
11. Jump the lava to get on the bridge and collect the gold rune key. This will release a demon behind you.

12. Go through the gold door.

13. Push the Quake wall switch.

14. Push the Quake floor switch and be prepared for a shambler.

15. Jump into the slipgate.

SECRETS

A. Shoot the red Q symbol to open the hidden door. Ride the lift to the air ducts, walk to the edge, and jump left to the ceiling below to find a quad damage powerup.

B. Push the Q button. As the stairs form, follow the passage to collect a megahealth item.

C. After passing through the closing spiked wall room once and grabbing the silver rune key, enter the room again and the spiked wall moves as soon as you enter. Wait for the wall to pass and go behind it. There's a slipgate that leads to a super nailgun and a nail box. You can also jump to a landing with a megahealth powerup from here.

D. This room is completely dark until you collect the silver rune key. Cross the room, climb the stairs, and hit the switch. At the column that points away from the chamber, shoot the red symbol. The stairs with the closed door lower, leading to a box of rockets.

E. Remain at the bottom of the stairs in step D until they rise again. Follow the stairs to a slipgate that takes you to a ledge. Across from you is a megahealth.

E1M7:
THE HOUSE OF CHTHON
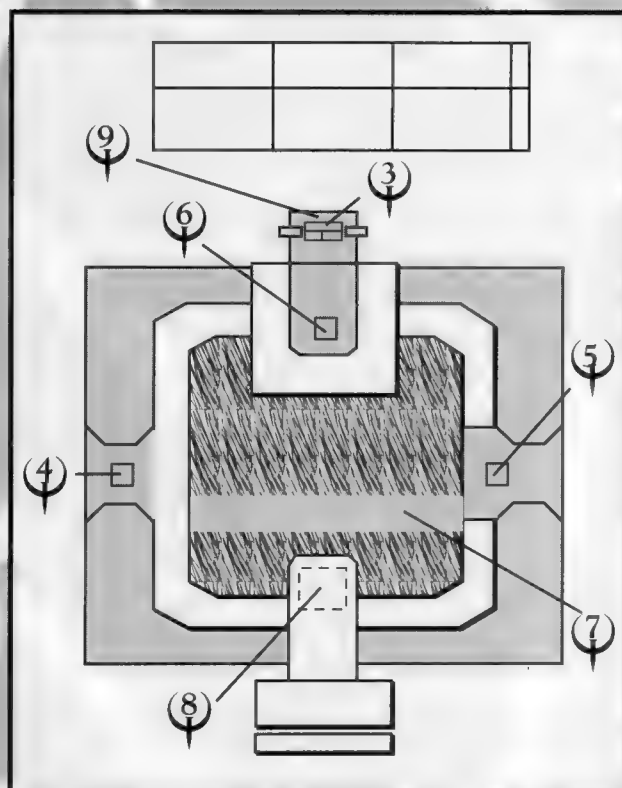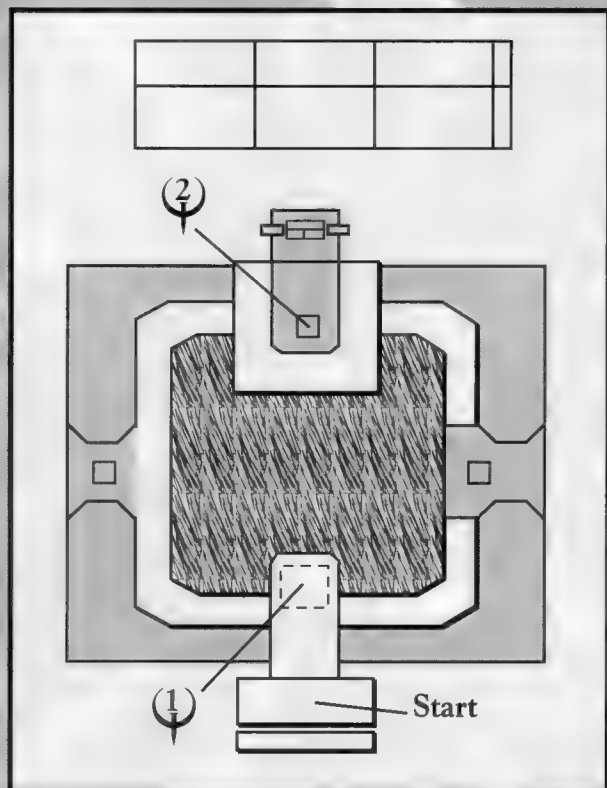
Now that you've reached Chthon, don't even bother wasting your ammo! The key to this level is to run, run, run!

CRITICAL PATH

1. Grab the first of the four runes needed to get to Shub-Niggurath and you'll meet Chthon. Yikes! Start running!

2. Collect the megahealth.

3. Take the lift up.

4. Step on the Quake floor switch to lower the lightning conduit.

5. Step on the second Quake floor switch to lower the other lightning conduit.

6. Step on the third Quake floor switch to activate the lightning and fry Chthon. Repeat this two more times by running in a huge circle pattern.

7. After you defeat Chthon, a bridge appears.

8. Jump down the hole to reach the slipgate.

Congratulations, you've completed Episode 1!

E1M8:
Ziggurat Vertigo ⊙
(Secret Level)

Start
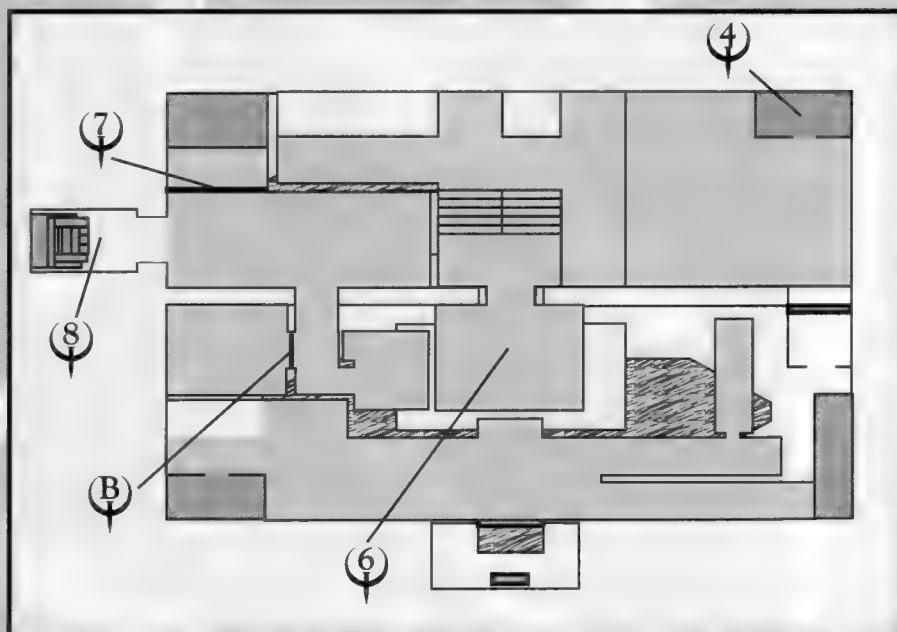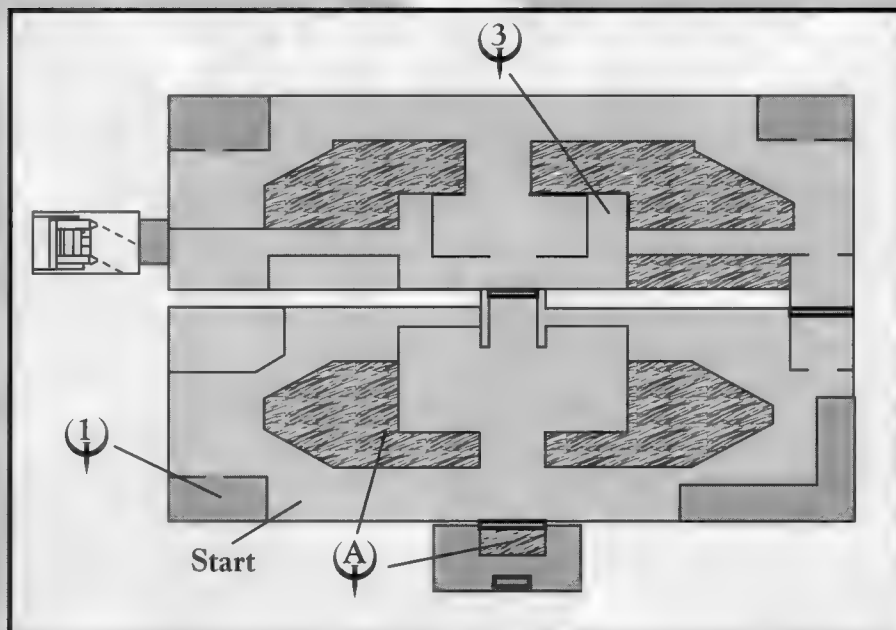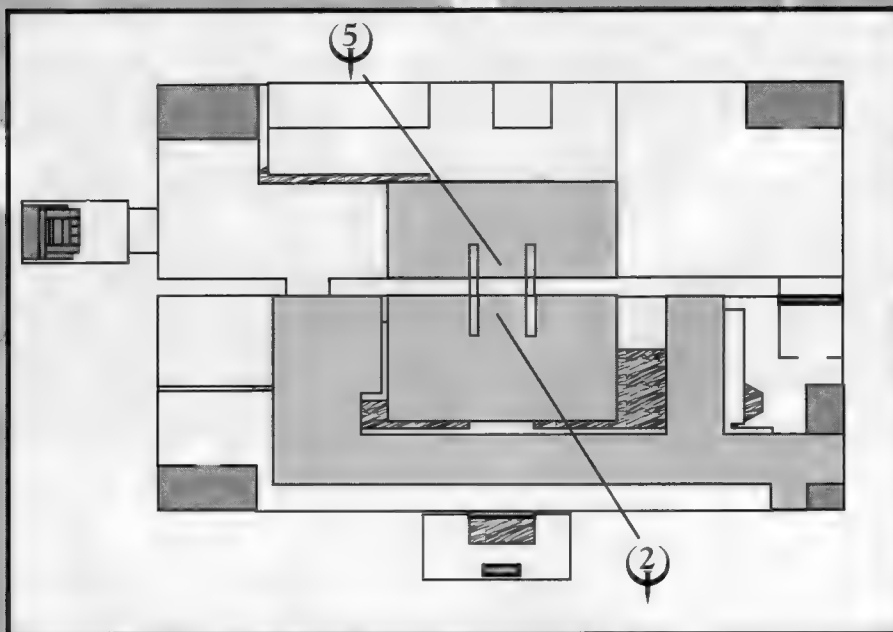
This is a very low-gravity level! Expect huge jumps that take you in unexpected directions. The enemies on this level are also pretty fierce and numerous in some parts.

CRITICAL PATH

1. Leap from platform to platform to get to the top quickly.
2. Push the Quake wall switch at the top of the first area to access the rear area next door.
3. Push the Quake wall switch inside the room across from the crucified figure to open the doors to the lift.
4. Ride the lift up and jump to the highest platform in the room.
5. Push the Quake wall switch to open the doors in the room below.
6. Grab the silver key and be prepared for an ambush by some wizards and an ogre.
7. Enter the silver door.
8. Exit through the slipgate.

SECRETS

A. Collect the pentagram of protection and dive into the lava by the bridge. Swim beneath the bridge away from the ziggurat to emerge in a small room with a quad damage powerup, health, and a slipgate to the bridge in front of the ziggurat.
B. At the wall with a dark border on one section, shoot the section. A door in the wall will open, leading to two nail boxes.

Episode Two:
Realm of Black Magic
E2M1: The Installation
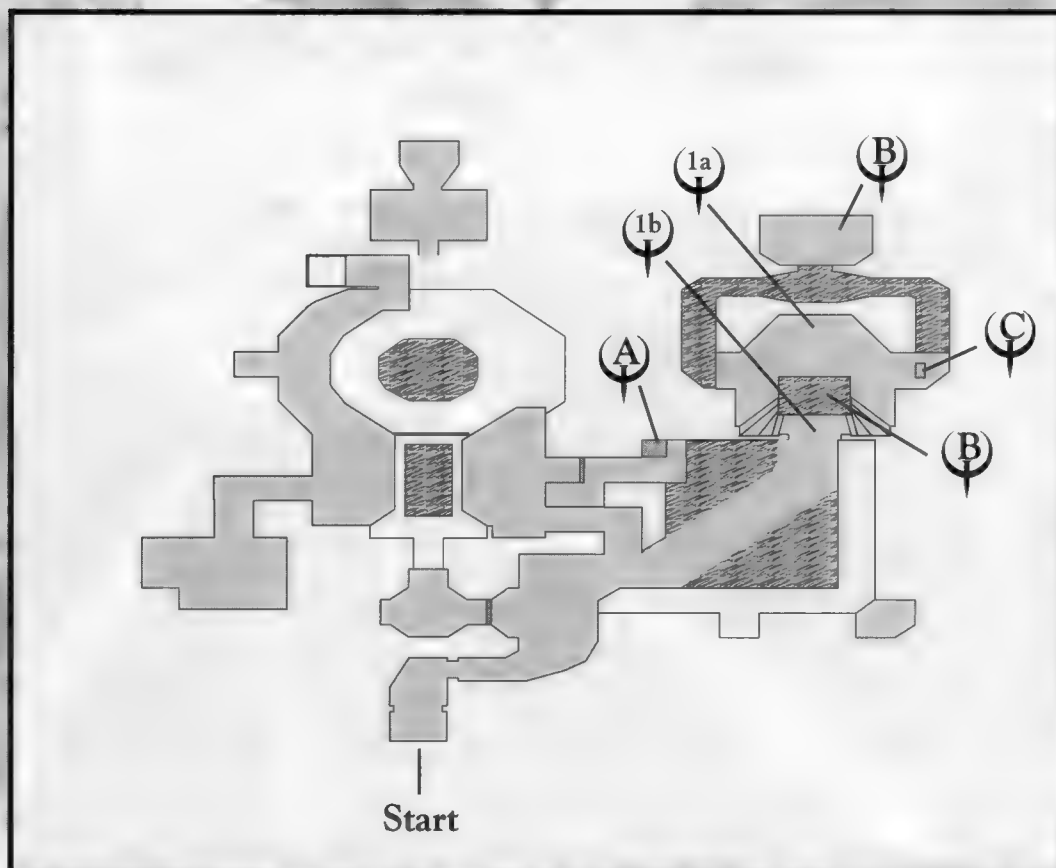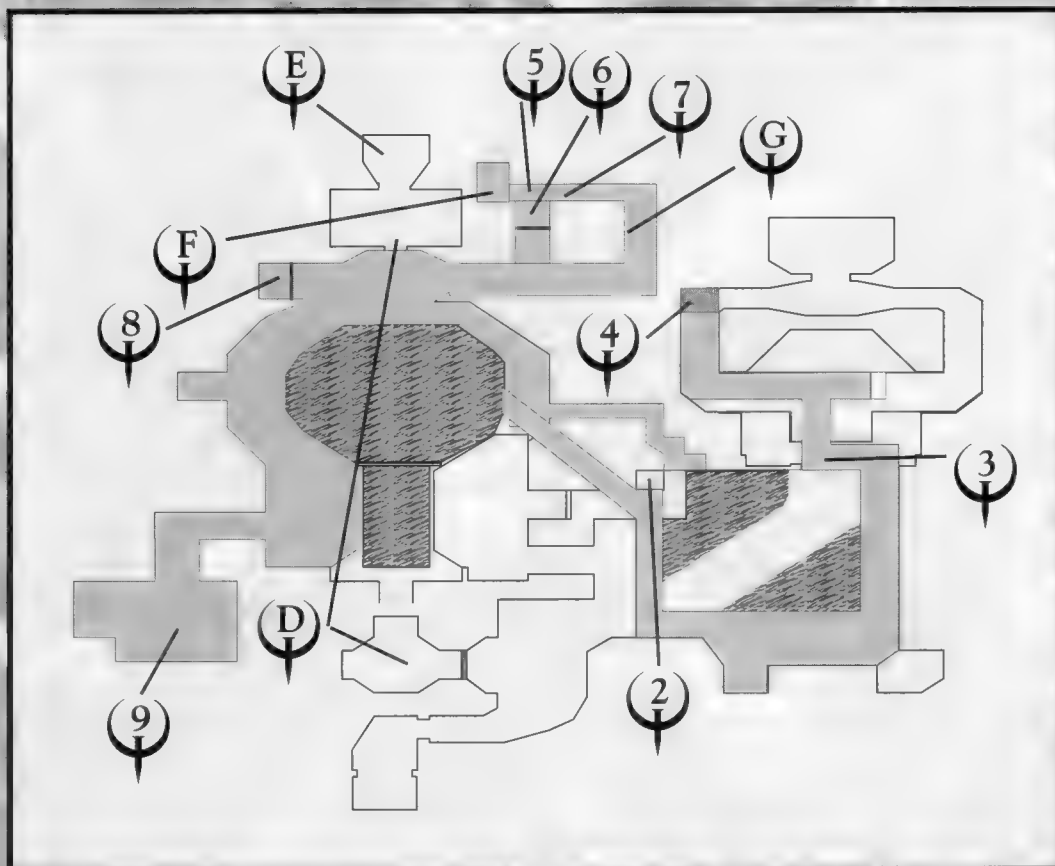
Start

To start the episode, you'll have to find two key cards and reach the slipgate. Be on the lookout for the numerous health powerups on this map. Enforcers will be the enemy you'll face most often in this level.

CRITICAL PATH

1. Grab the gold key card, then quickly turn around and blast the enforcer in the hidden door that opens up.

2. Take the lift up.

3. Grab the silver key card. A grunt and green armor await you upstairs and to the left. Avoid shooting the nuclear waste container.

4. Push the wall switch and take the lift down.

5. Push the wall switch to open the doorway back down the hall. Watch out for the lurking rottweilers in this area.

6. Take the lift up.

7. Take the next lift up. A grunt and rottweilers are waiting at the top.

8. Grab the double-barreled shotgun and push the wall switch to take the lift back down. Be prepared for more grunts at the bottom.

9. Exit through the slipgate.

SECRETS

A. Near the beginning of the level, you'll notice a room with a barricade, a path leading to the gold key door, and a path leading to a huge room with lots of water and a bridge. Go to the bridge and walk halfway across, then turn left and hop in the water. As you sink, you'll notice a section where the ceiling is lower than the surface of the water. Swim to the far corner of the area with the low ceiling and look up. You should see a tunnel leading up. Swim up it and collect the red armor at the top.

B. After you obtain the gold key, a door will open behind you, exposing an enforcer. Jump into the water right under that opening and follow the path to a ramp. Climb the ramp to a secret area with shotgun shells and four health powerups.

C. Go back to the room where you found the gold key. You'll notice two sets of bars on opposite sides of the room. One set (the set to your right, if you're facing the back wall) has a small ledge at the top and a barely visible staircase to its side. Climb the tiny stairs (you'll probably have to jump) and jump on the ledge. From there, walk through the fake wall to find a megahealth powerup.

D. Go down the stairs in the room with the silver rune key to a room with a left path, a right path, and some water in the middle. Jump in the water and swim until you reach a grate in the floor. Shoot or chop that grate (you'll most likely have to "look down" with the Delete key) and go down inside it. At the bottom, you'll see a path leading somewhere else and another grate. Hit the grate (this opens secret E) and follow the path. You'll end up in a room with a few goodies, including a grenade launcher, rockets, nails, and shotgun shells—as well as a teleporter. Don't leave yet, though!

E. There's another hidden room branching off of this same room. If you hit the second grate, it should already be open. If you didn't, go back and hit it. You'll find a pentagram of protection inside.

F. In the room with the huge steel cage with a bunch of boxes inside, hit the switch on one side of the cage—it'll allow you to get to a little elevator. Don't take the elevator up yet—just walk right past it. You can shoot the wall to the left to reveal a room with a quad damage powerup.

G. Climb to the top of the boxes in the huge cage, walk to the section where the bars are a little farther apart, and squeeze through. Now go to the bottom of the cage to find some yellow armor.

E2M2: ◉ OGRE CITADEL
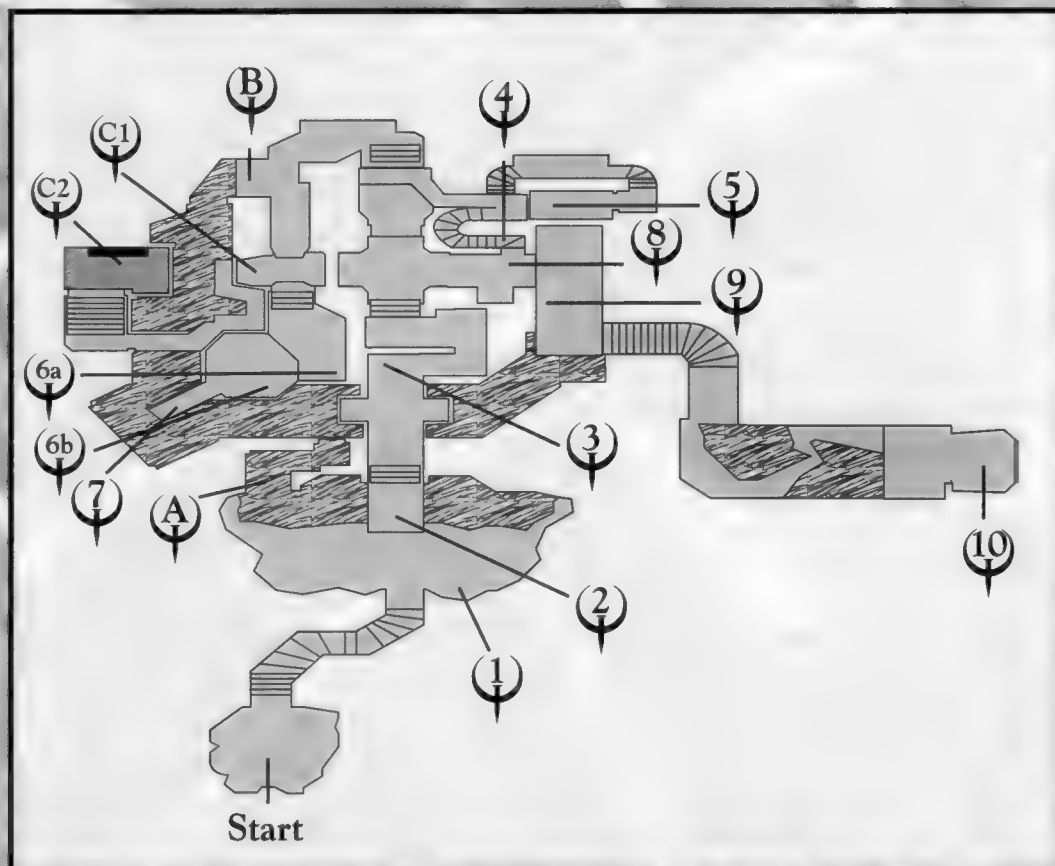
This level is inhabited by lots of ogres and knights. Hit all the switches and look for the gold rune key.

CRITICAL PATH

1. Grab the green armor at the bottom of the stairs.

2. Shoot the switches to open the door and extend the bridge. Be prepared for a fiend (who will jump the moat!) and an ogre.

3. After crossing the bridge, watch out for the wall with the demon on it—it's a trap that shoots nails if you step in front of it. Try running into the wall in front of you, then following along the wall to avoid the nails. Expect to meet a few knights after turning the corner.

4. Go down the stairs next to the gold door. Prepare to fight a few more knights and ogres.

5. Hit the floor switches to reveal a platform in the water outside the window.

6. When you reach this wall switch, look down off the ledge and fire on the shambler with your nailgun. Push the wall switch to trigger a moving block that will push you off the ledge.

7. Grab the gold rune key and shoot the wall switch to open the exit to the room. After exiting, be ready to fight some ogres when the door in the next room opens.

8. Open the gold door, but don't go through. Take care of the fiend on the platform, and then the knights and ogre across the way. Use Sniper Mode (F11 by default) to perform some sharpshooting.

9. Run through the door and across the platform to the door across the hallway. Move quickly, because as soon as you step on the platform, it will start to sink.

10. Exit through the slipgate.

SECRETS

A. Jump into the river immediately after you descend the first staircase near the beginning of the level. Head to the left, enter the small cave, and walk to the back wall. An elevator will take you up to a megahealth powerup.

B. From the megahealth powerup, continue into the water. Exit the mini-room you're in and go to the left. Keep on going to the left along that path, under the bridge, and into the mini-room on the far wall. There's a grenade launcher at the top of the stairs.

C. At the end of secret B, exit the secret room into the hallway. In this hallway, move a little to your right and approach the window—you'll see an ogre across from you. Jump out the window, but stay close to the wall so that you land on the bridge. Follow the bridge, collect the yellow armor, and continue to the megahealth powerup.

E2M3: Crypt of Decay
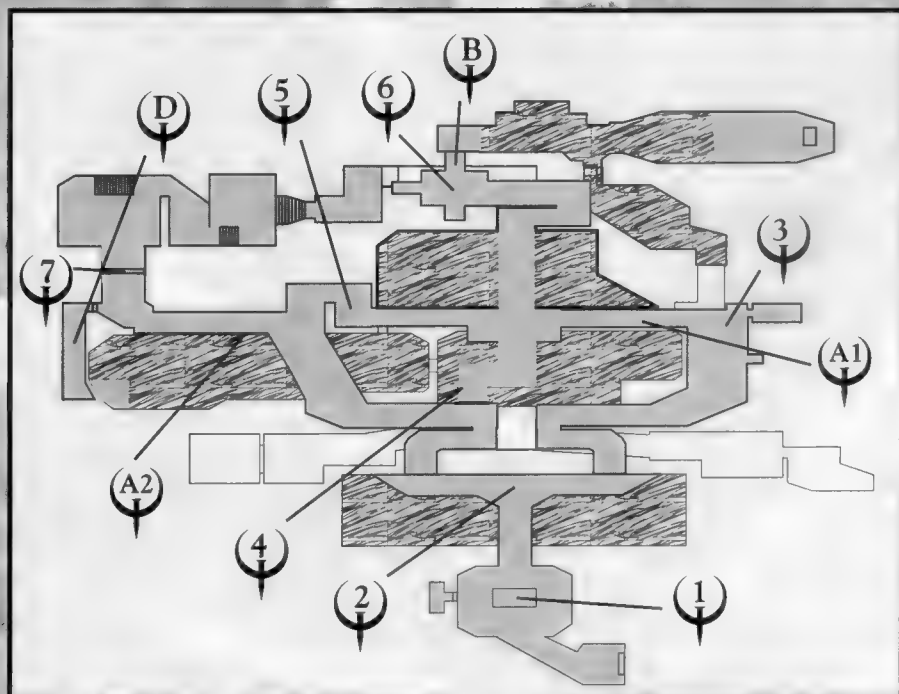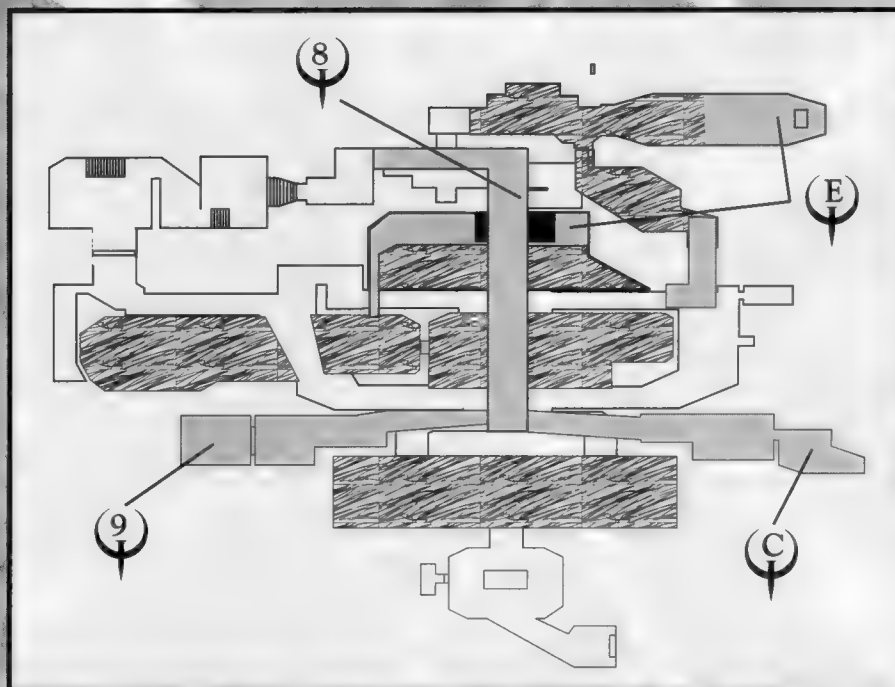
This map features lots of tough enemies, including death knights. Find a gold rune key and look for the Well of Wishes to meet the dope fish.

CRITICAL PATH

1. Step on the raised platform to take the lift up. At the top, you'll meet your first death knight.

2. Grab the green armor and turn right.

3. Push the wall switch to extend the bridge. After crossing the bridge, look back—an open door will reveal yellow armor.

4. Push the wall switch to open the door on the other side of the bars.

5. Push the wall switch to open doors and bridges in the area next to you. Cross the bridge and turn right.

6. Grab the gold rune key and be prepared for death knights from three sides. Your best strategy here is to quickly back up and begin blasting away. Pause before entering and exiting the room to let the spikes close. Run through the opening when the spikes are recessed in the wall.

7. Open the gold door and be ready for a shambler on the other side. Don't use the grenade launcher if you have a better weapon available (like the nailgun).

8. When you get to this switch, don't push it. First eliminate the enemies across the way by using Sniper Mode and allowing the nail trap to help you. When the coast is clear, push the switch to extend the bridge. After crossing the bridge, watch for the shambler down the left hall.

9. Exit through the slipgate.

SECRETS

A. Sidestep off the first bridge while facing the yellow armor. Move forward and under the bridge until you reach an underwater hallway. Go through this hallway until you reach a bigger room. Turn left and go into the room with the arrows pointing at its doorway. Continue on to the end of the room, then take the first right you see. You'll go up some stairs, out of the water, and into a secret room with red armor.

B. After you find the gold rune key, three doors will open, revealing three tiny rooms. Go into the one to your right and shoot the back wall to find a megahealth powerup. If you jump into the water, you'll notice two things: yellow armor and a barricade. Keep this in mind for later.

C. The last intersection of the level has two paths: One leads to the regular exit, the other takes you to a room with five boxes—two stacks of two with one in the middle. Go to the room with the boxes. Shoot the red switch on the ceiling and a door will open above the middle box. Go through it, collect the megahealth powerup, and hit the other switch. This one will open the barricade from secret B. Return to the barricade and enter up the ramp. You'll find a circle teleporter that will take you to this episode's secret level: Underearth.

D. In the room with the arched bridge that leads to the gold door, there's a zombie on a platform who snipes at you. If you aim a grenade really high, you can nail him. When he dies, the wall will open immediately to the left of the gold door, revealing a passage to the zombie's platform and some rockets.

E. Exit the hall with the shooting nails, take the bridge to the top of the tower, and turn to the left (almost all the way around). There's a Quake symbol back on the small ledge where an ogre once stood. Make the jump to this ledge to get the quad damage rune. From there, follow the tiny ledge that leads around to the window mentioned earlier. Jump in and walk down the hallway until you come to a long drop, then jump again. You'll receive the welcome message to the Well of Wishes. At the bottom, you'll be treated to a biosuit and a big flashing blue wall with the dope fish on it. From there, another door opens up—the exit to Underearth.

E2M4: THE EBON FORTRESS
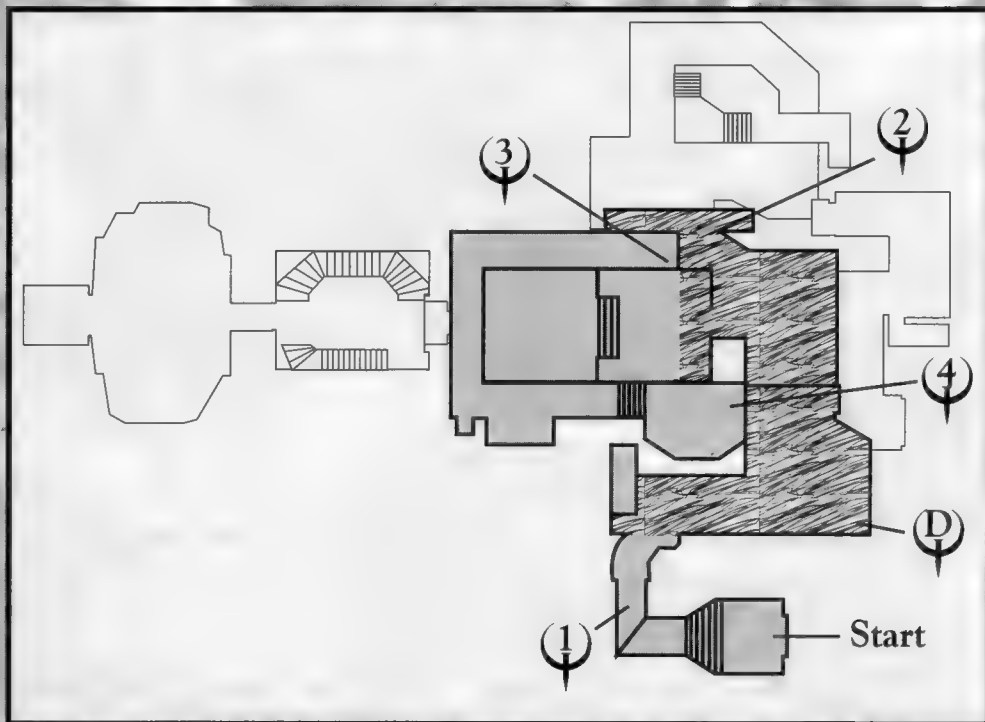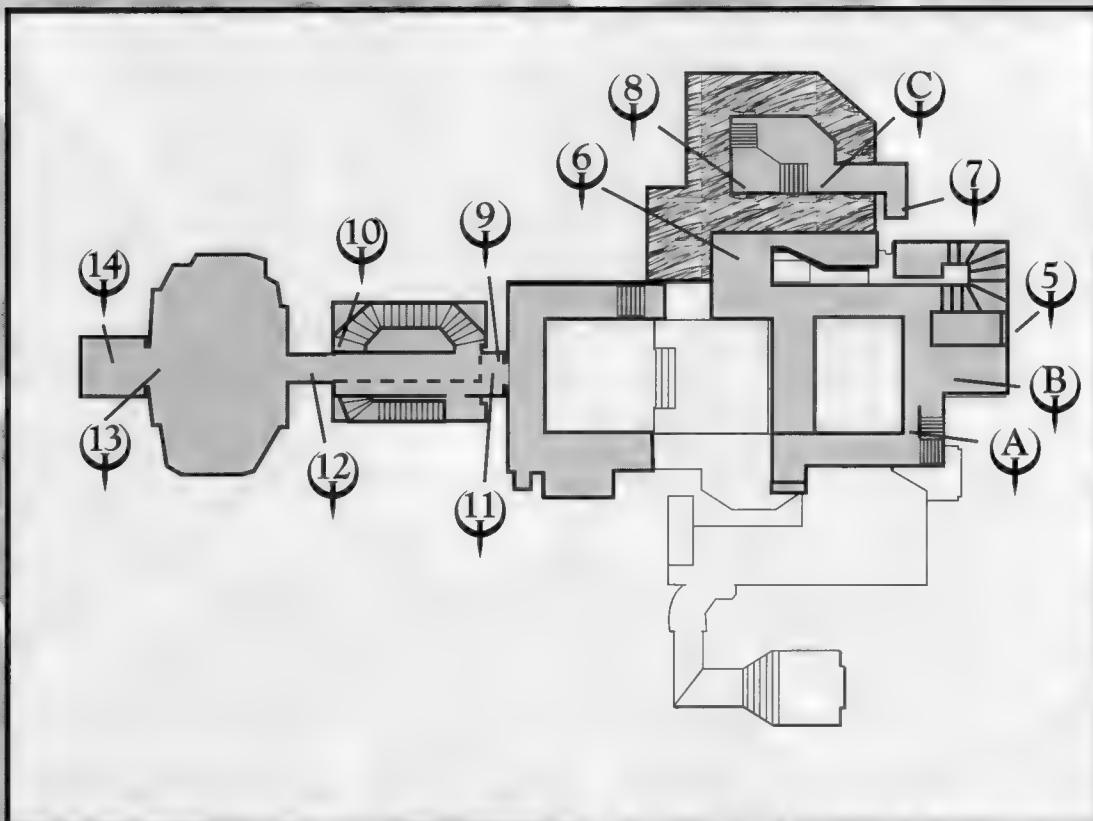
This episode contains a number of switches that set off changes throughout the map. To complete it, you must find a silver rune key.

CRITICAL PATH

1. From the level start position, look down off the ledge—you'll see a death knight waiting. Take care of him with your method of choice (shooting down or jumping down and fighting him). Claim the health powerup in the first area if you need it.

2. Grab the gold rune key and yellow armor. (Obtaining the gold key is not necessary for completion of the level.)

3. Hit the wall switch to open a gateway elsewhere.

4. Take the lift up and be prepared for ogres.

5. Open the gold door for yellow armor and rockets.

6. Push the wall switch and step on the moving platform.

7. Push the wall switch to open the door to the silver rune key.

8. Grab the silver rune key.

9. Open the silver door and be prepared to fight an assortment of monsters.

10. Push the wall switch to open the gateway blocking the stairs.

11. Shoot the switch to lower the wall on the other side of the room, revealing a room with an ogre and a wall switch.

12. Push the wall switch to take the lift down.

13. Shoot the three wall switches to lower the wall blocking the exit.

14. Exit through the slipgate.

SECRETS

A. From the start, hop down and into the water, turn right, and enter the cave on the left (next to the grenade launcher). Move into the next room of water, then take the entrance on the left. Turn left immediately after you go through—you'll see a platform with a set of steps in front of you and dragon windows above to the right and left. Go straight until you hit a wall and turn left. Walk through the passageway until you reach an elevator. Take it up and go over the bridge to the next room. Walk down the stairs, turn around to the left, and go into the inlet next to the stairs. Shoot the wall—it reveals rockets and health powerups.

B. From the destination point in secret A, go up the stairs and to the right—there's a wooden floor that's slanted against the wall. Turn right, look at the wall ahead, and shoot at the wooden section. It will open and reveal a tiny ledge along the wall to the left. Reach up there to obtain a pentagram of protection.

C. In the room where you find the silver rune key, turn to the right when you get off the moving platform and enter the gap with toxic slime under you. Swim down and left to find a secret area with red armor.

D. From the level start, hop into the water and rub against the wall to the right of the island with the grenade launcher. You'll start to sink into the secret area with a quad damage powerup and yellow armor.

E2M5: The Wizard's Manse
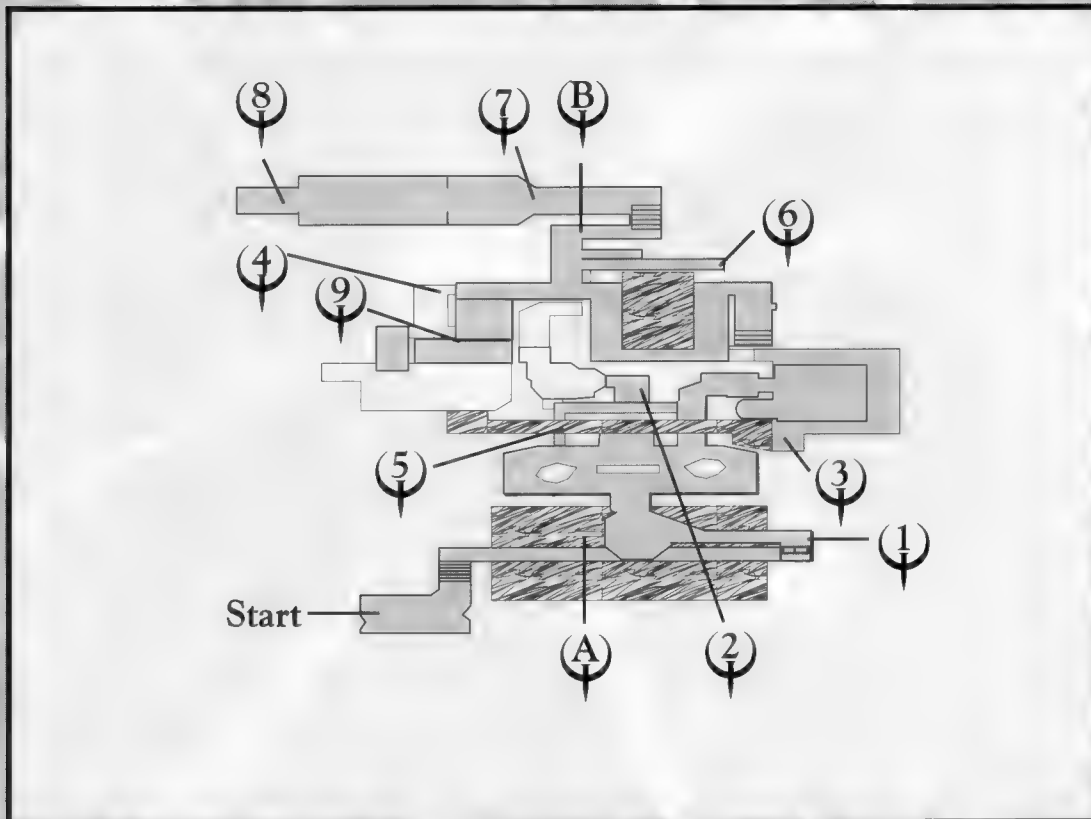
On this map you'll get to take an elevator ride that goes underwater, find a gold rune key, and fight a lot of tough enemies. You might want to let them fight each other before jumping in.

Critical Path

1. Take the lift up.

2. Push the wall switch to reveal a walkway platform in the same area.

3. Push the wall switch to open a door on the other side of the room. Be ready for a fiend and grab the red armor.

4. Shoot the two wall switches to reveal platforms used to cross the water.

5. Push the wall switch to take the lift down. Be prepared to lose 40 points of damage underwater.

6. Grab the gold rune key.

7. Go through the gold door and be ready for a fiend and death knights.

8. Exit through the slipgate.

SECRETS

A. At the bridge with a rock column, jump into the water, and swim around the rock column. You'll eventually see an opening. Swim inside it, and an elevator will take you to a secret area with shotgun shells.

B. After finding the gold rune key, turn around and go back the way you came. When you turn right, look to your right again and you will notice that the texture of the wall doesn't continue in one section. Enter and collect the red armor and quad damage powerup!

E2M6:
THE DISMAL OUBLIETTE

Elevator

11

12

A

4
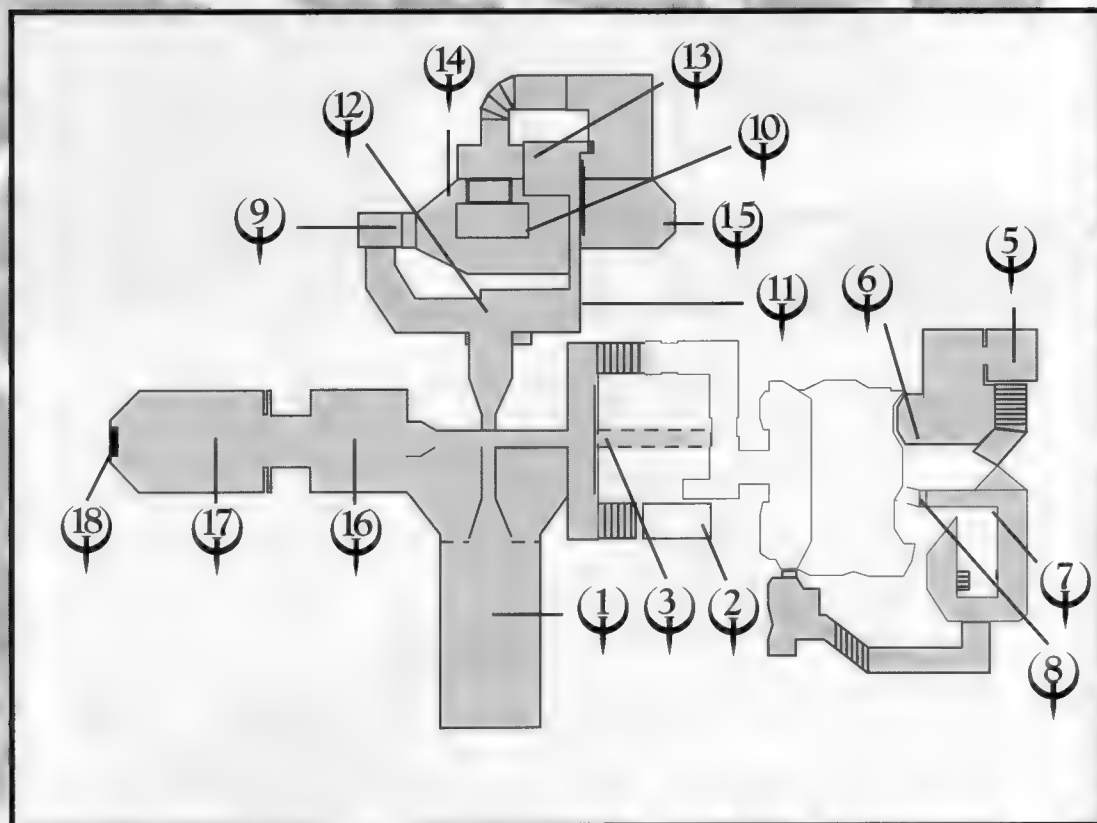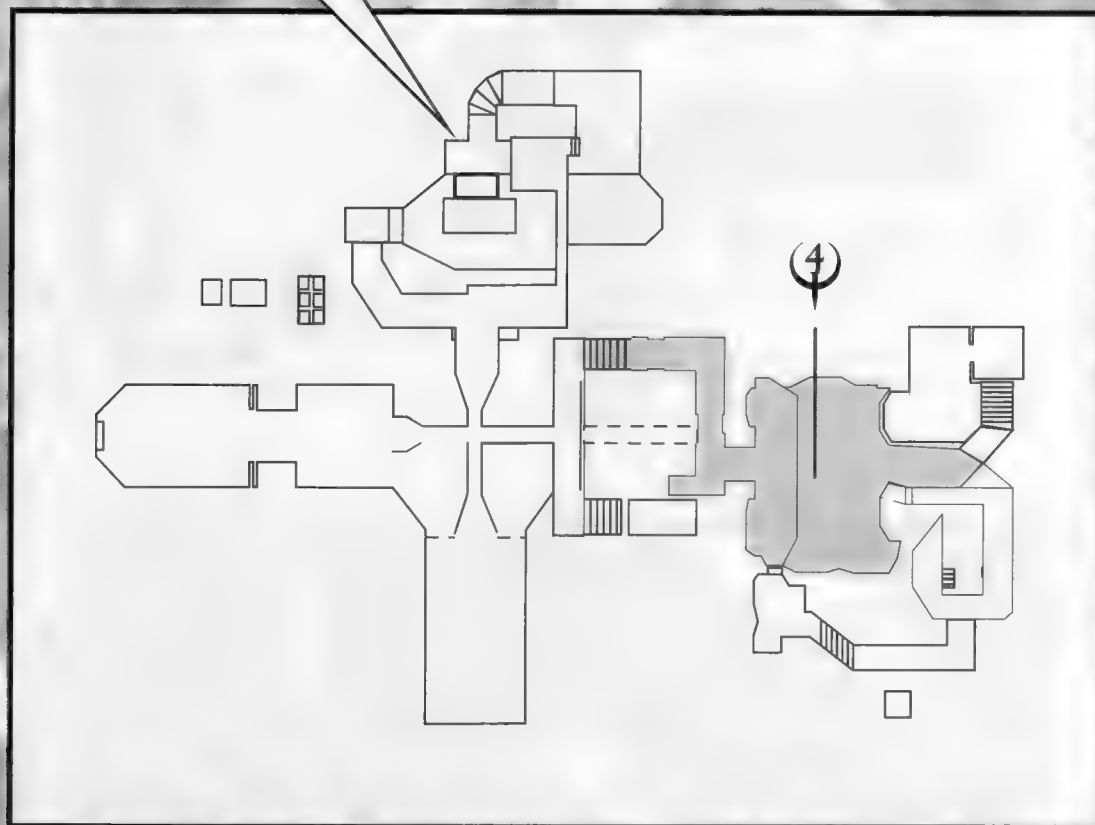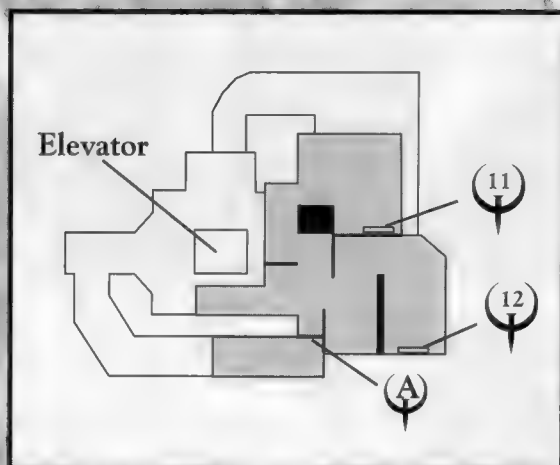
This is the final level of Episode Two. It is also one of the longer, more difficult levels. You'll need to find a gold rune key and push a lot of switches.

1. Push the column switch to raise the bridge.

2. Push the wall switch to reveal stairs to cross the water in the other room. You'll have to run if you want to catch the stairs before they go back underwater. You might want to take care of the enemies in the area before pushing the switch.

3. Push the wall switch to open a door on the other side of the room.

4. Go into the water.

5. Go up, using the small rails against the walls.

6. Push the wall switch to open a gateway in another room.

7. Take the lift up.

8. Drop down and push the column switch to rearrange the center bridge.

9. Take the lift down.

10. Push the wall switch to make the second floor accessible.

11. Push this wall switch to open a gateway elsewhere.

12. Push this wall switch to access the third floor.

13. Grab the gold rune key and go back to the first floor.

14. Open the gold door.

15. Push the column switch to change the center bridge.

16. Take the lift down.

17. Take care of the vore(s) to reveal the rune of black magic.

18. Grab the rune and exit through the slipgate.

SECRETS

A. On the second floor of the tower by the gold rune key barrier, there's an intersection with three paths. If you're coming from the elevator, the path in front of you and to your left will take you to switches. The path behind you will take you back to the elevator. To your right is a wall. Shoot the wall and go inside to collect nails, rockets, a pentagram of protection, and a megahealth powerup.

E2M7: Underearth
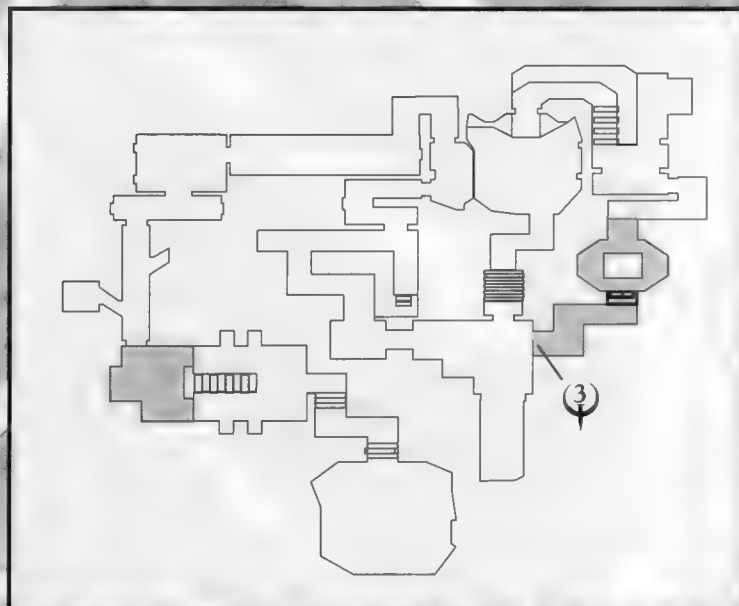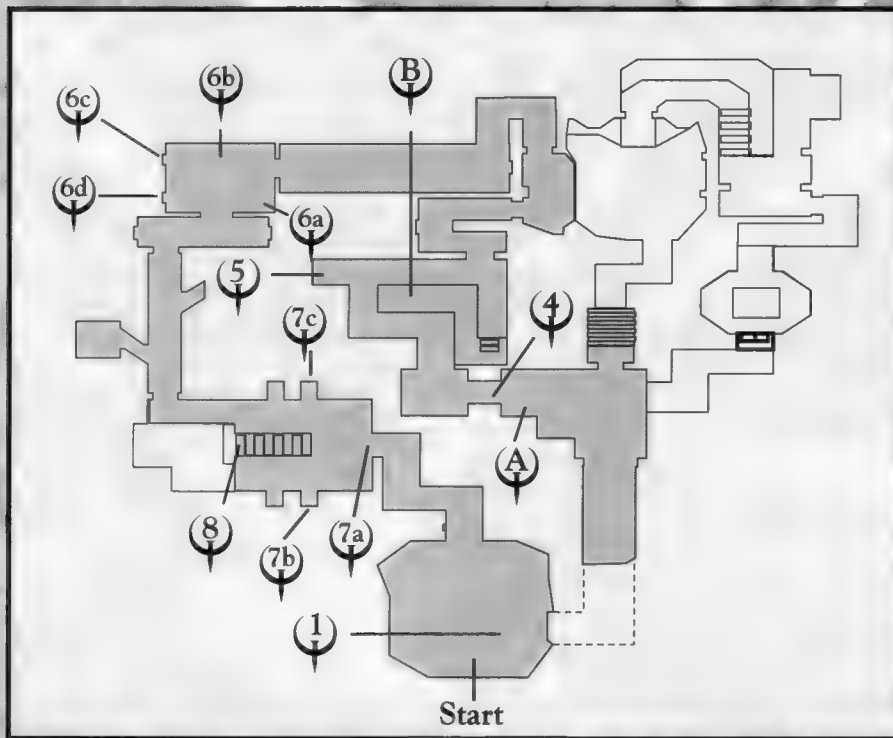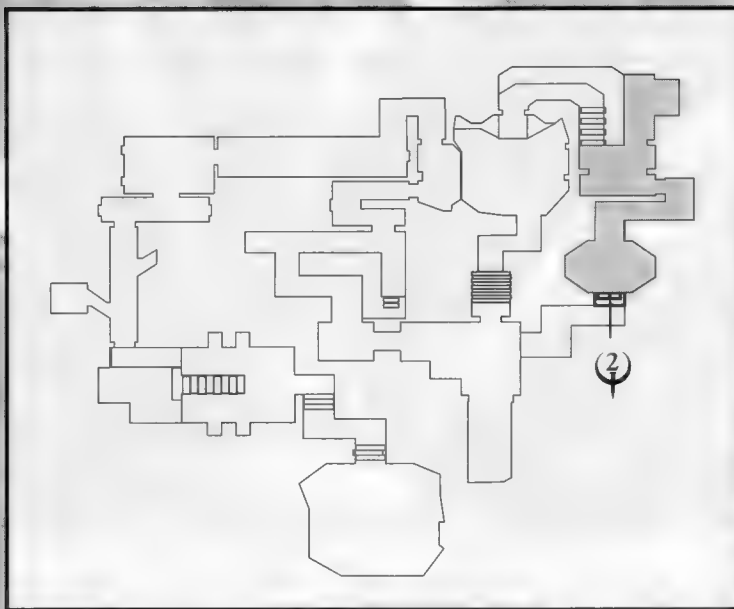
This is the hidden map of Episode Two. There are a lot of fiends and ogres throughout the level. You'll need to find a gold rune key to escape.

CRITICAL PATH

1. Jump in the water under the bridge.
2. Take the lift up.
3. Grab the gold rune key.
4. Go through the gold door.
5. Push the wall switch to open a gateway in the same area.
6. Push the four wall switches to open the gateway in this area.
7. Push the three wall switches to open the bars on the stairs and the slipgate.
8. Exit through the slipgate.

SECRETS

A. To the left of the gold door is a brick sticking out of the wall. Push it in, and you'll lower a nearby column to receive a quad damage powerup.

B. After going through the gold door, you will come upon a room that's basically a winding bridge over a slime pit. After crossing the bridge, look back across the slime pit. Underneath, you will see a small opening that you can get through. Jump into the pit and go into the area to pick up the biosuit. As you're leaving the alcove, you'll see three pillars. Just beyond the third is an area where you can dive down below the slime and get the red armor. Come back up and use the button on the wall to get out of the slime.

Episode Three: The Netherworld

E3M1: Termination Central
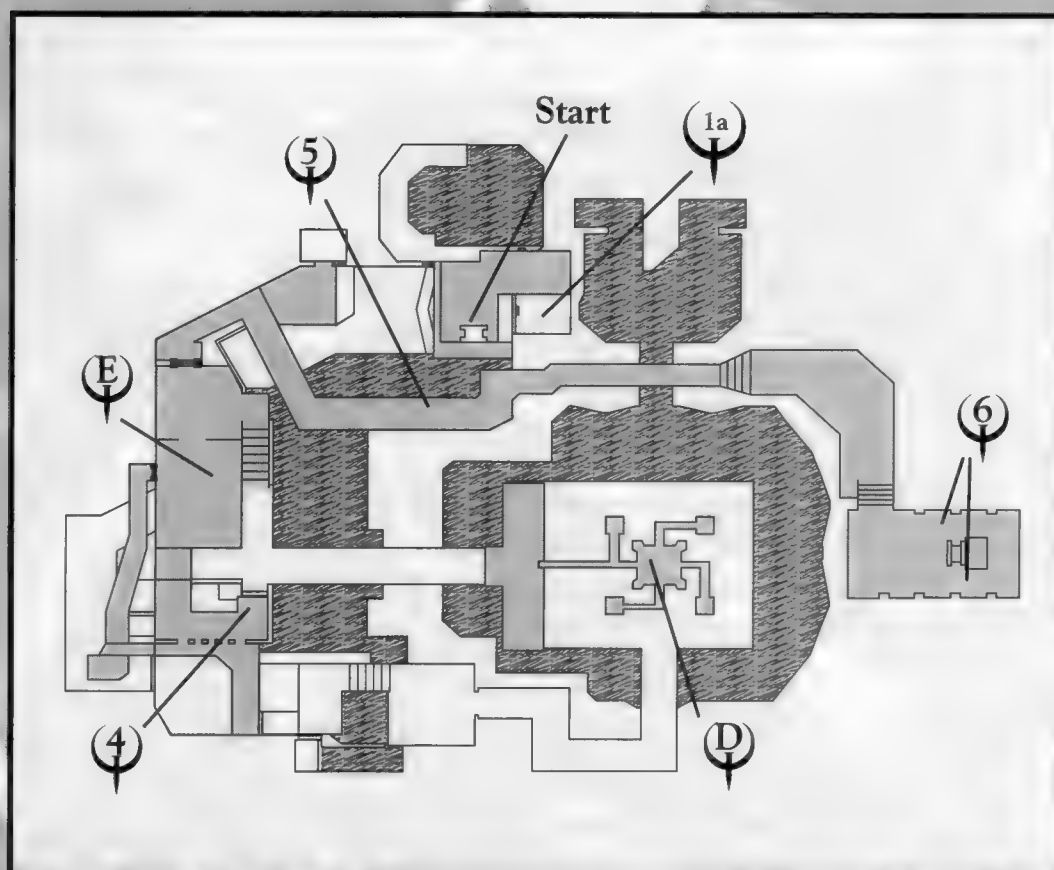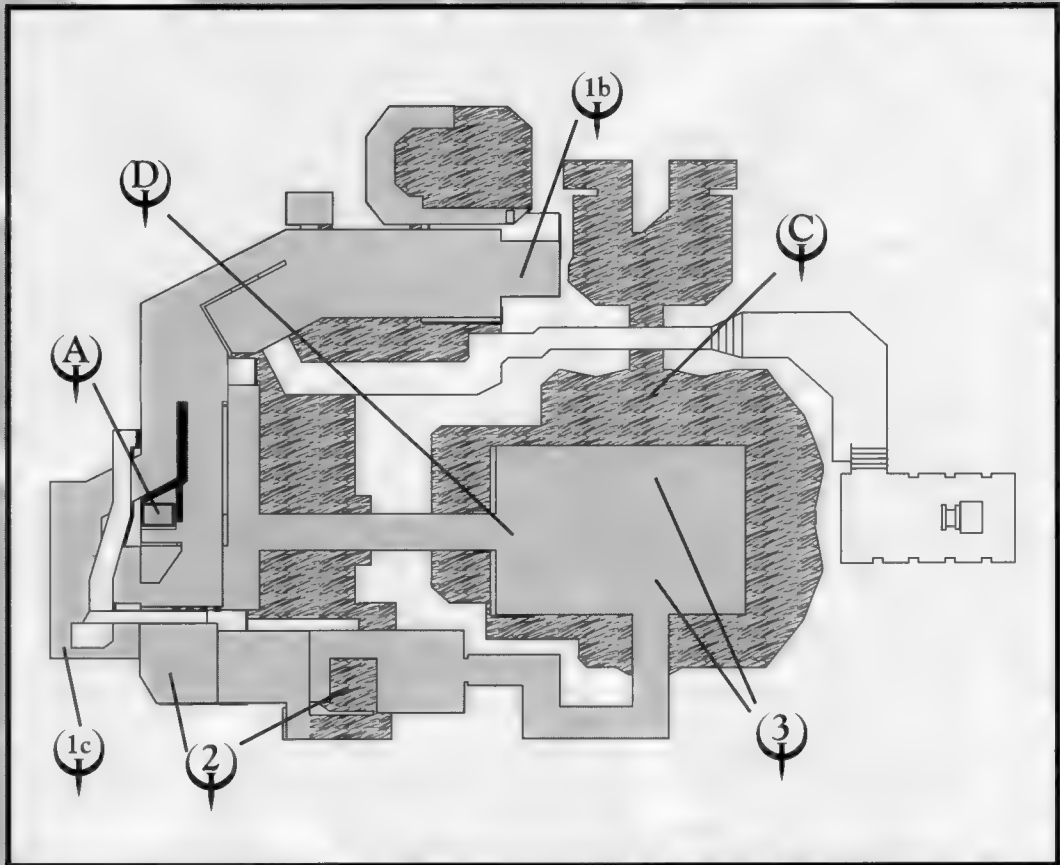
Watch out for the enforcers in this level and look out for ambushes from above. Put exploding barrels and Quake powers to good use.

CRITICAL PATH

1A. Hop on the lift and get ready to shoot. Grunts and enforcers wait for you down below, so be ready. Watch out for the enforcer up on the ledge as you head for the green armor.

1B. Next you come upon two diverging corridors. Follow the corridor that slopes down to the right and throw the switch. This opens a door in the left corridor. Go down the left corridor and throw the second switch while keeping an eye out for grunts and enforcers who ambush you from above.

2. Shoot the barrels to take out some of the enemies waiting at the base of the first ramp. Watch out for grunts lurking on the ledges above. As you go up the second ramp, be careful not to fall into the slime. If you do fall in, the quickest escape is through the tunnel to the right.

3. Grunts and enforcers guard a Quake power on this platform. Shoot the barrels to remove a few of these guys. If you're feeling manly, jump into the fray and grab the Quake power first to make your job a lot easier. Watch out for the guy guarding the switch on the other side of the pillar. Hit the switch to open the bridges leading off the platform.

4. Clear a path through the grunts and enforcers that guard the lift. Go around the ledge to the left and get the gold key card.

5. Blast your way down this hallway full of bad guys. There's not much cover, so sidestep to dodge fire. When you get near the end, a door slams shut and blocks your retreat; it opens automatically when you go a little farther.

6. This last section can get a little hairy. Keep an eye out for the two enforcers who jump out from the black walls flanking either side of the exit. Once the area is clear, get the health on the ledge by jumping from some nearby boxes.

SECRETS

A. Go to the spot where the hall splits into two corridors that ramp downward and take the left corridor. Go under the bridge and look for a dark shadow on the wall. Shooting this panel reveals a secret room that contains red armor.

B. Step on the small lift embedded in the floor (it's close to the secret red armor room). The lift rises until it's level with a bridge on one side and a darkened ledge on the other. Jump to the ledge and follow it to the Quake power.

C. Head toward the large freestanding platform over the slime pool. Go to the side of the platform facing the switch on the pillar and jump into the slime. Swim down to the bottom of the pool and through the tunnel, then surface in the secret place. Take the powerups here and jump through the teleporter. Follow the ledges to find a 100 percent health powerup.

D. On the same platform as in step C, go to the edge with the two bridges. Carefully drop down to the ledge just below the platform. Take the yellow armor if you need it, and hop on the lift. The lift takes you high above the platform, where you can take potshots at your enemies.

E. Jump up the pile of gray boxes until you reach the top. Shoot the wall panel that's missing the neon trim. Follow the passage to the end and take the lift up to a high ledge. Take the 100 percent health powerup on the ledge.

E3M2: Vaults of Zin
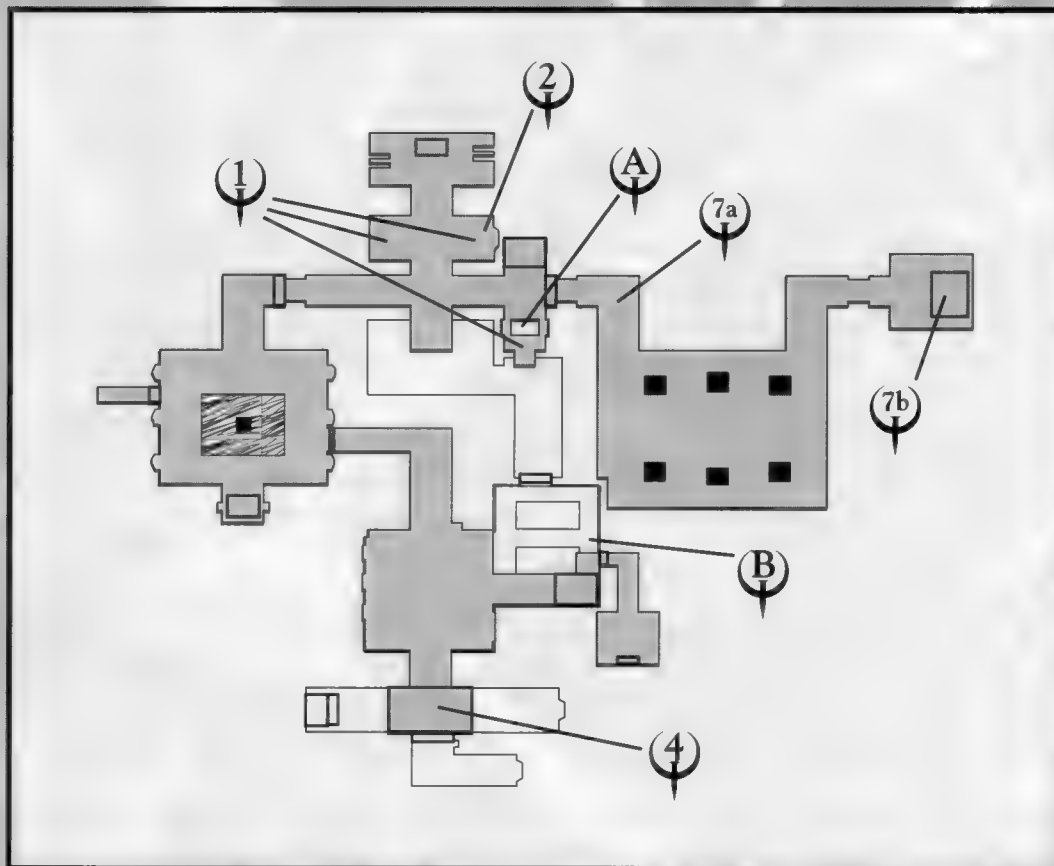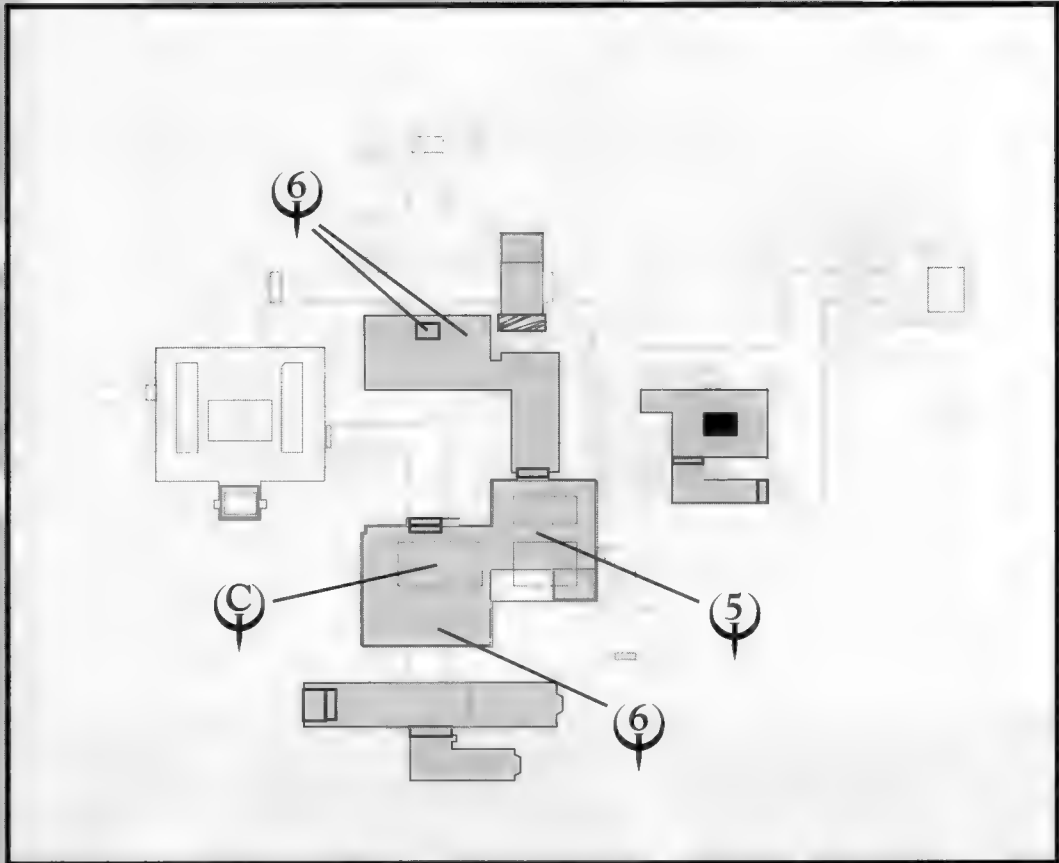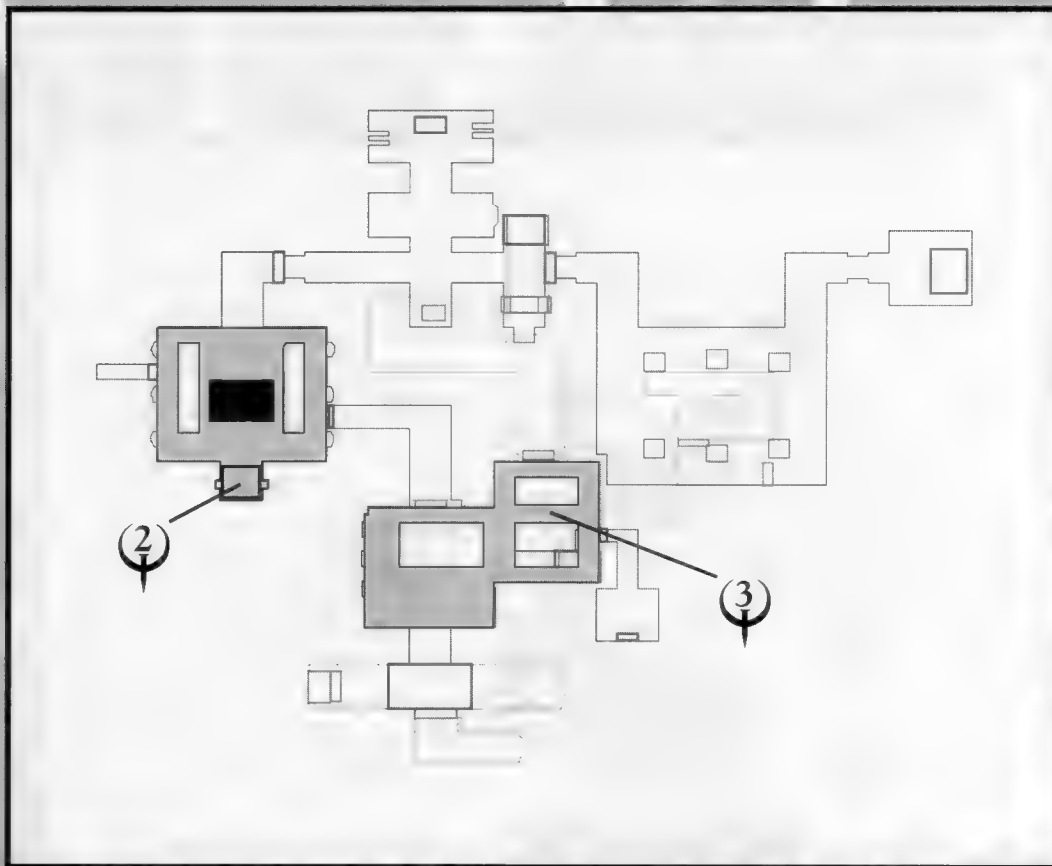
Zombies and shamblers and fiends, oh my! The final room with the pillars is a beautiful piece of level design.

CRITICAL PATH

1. Keep your eyes on the closed doors on either side of the hall—when you get to the end of the hall, zombies will pour out of those doors. You'll need the grenade launcher to kill the zombies, so ignore them for now. Run down the hall, take a left, and then jump across the chasm to the grenade launcher. *Now* kill the zombies.

2. Push the switch with the Quake symbol to open the locked door. Watch out for ambushing monsters as you go into the next room. Take the elevator up to a ledge that circles around the room. There's a bridge up here with a pillar in the center. Throw the switch to raise the pillar and reveal a hole in the bridge. Drop through the hole onto a pedestal to simultaneously open the door and cause a bunch of irritable ogres to appear from out of nowhere.

3. A group of ogres wait around the corner of the hallway. In the room beyond, watch out for the ogre up in the rafters who rains grenades down on your head. He's not much of a shot, but sometimes he gets lucky.

4. Walk up the stairs. When you hear the lift, turn left or right. This cleverly designed trap conceals the fact that you're descending a lift, unless you're looking to the side. If you're looking straight forward, you won't see the ogres flanking you. Throw the switch to open the side door, which reveals a second switch. This one opens the end door and reveals a teleporter that takes you out of this hole.

5. Peek over the edge of the pit that's beneath the crucifix. Kill the fiend that's stalking around down there and lure the other two out by jumping into the pit and running quickly for the lift. If you have grenades, don't waste them on the fiends—you'll need them in a moment.

6. Throw the switch to unleash a pack of zombies. A fiend and an ogre wait down the hall beyond the zombies. Get the silver key they're guarding and hop into the teleporter.

7A. Zombies and a fiend lurk behind the silver key door, so have grenades in hand and be ready to backpedal. The room beyond is one huge trap protecting the gold key. As you approach the switch, five zombies are released from the pillars. As you dodge their flying innards, be careful not to linger over the grates in the floor or the shambler lurking in the cellar will fry your toes from below. Don't bother killing him—it will only cause another shambler to materialize in a position better suited to smashing you.

7B. Hit the switch to raise the central pillar. Step on the pressure plate and don't move; the rest of the floor suddenly vanishes and leaves you standing on a pillar. Before you run for the door with the rockets in front of it, wait until the shambler is out of your way. Throw the switch to open the door to the teleporter and grab the gold key on your way there. Again, concentrate on dodging the shambler, not killing him. It's better to have him alive in the hole than to have another one running around up above. Head for the rune gate and exit the level.

SECRETS

A. Jump to the ledge with the grenade launcher and turn around. Look down the pit and drop some grenades on the zombies below. Jump down into the pit and grab the 100 percent powerup, then take the elevator back up.

B. Shoot the wall just to the right of the crucified figure's knees. Jump to the ledge and go through the door—you'll find an invisibility ring inside.

C. In the chamber where you encounter the fiends, you'll notice an odd-looking wall texture. Shoot it to reveal a teleporter that sends you to the rafters. There aren't many powerups here, but it's an excellent sniping spot.

E3M3: The Tomb of Terror

Start

2

1

3a

3b

Exit

B

A

8a
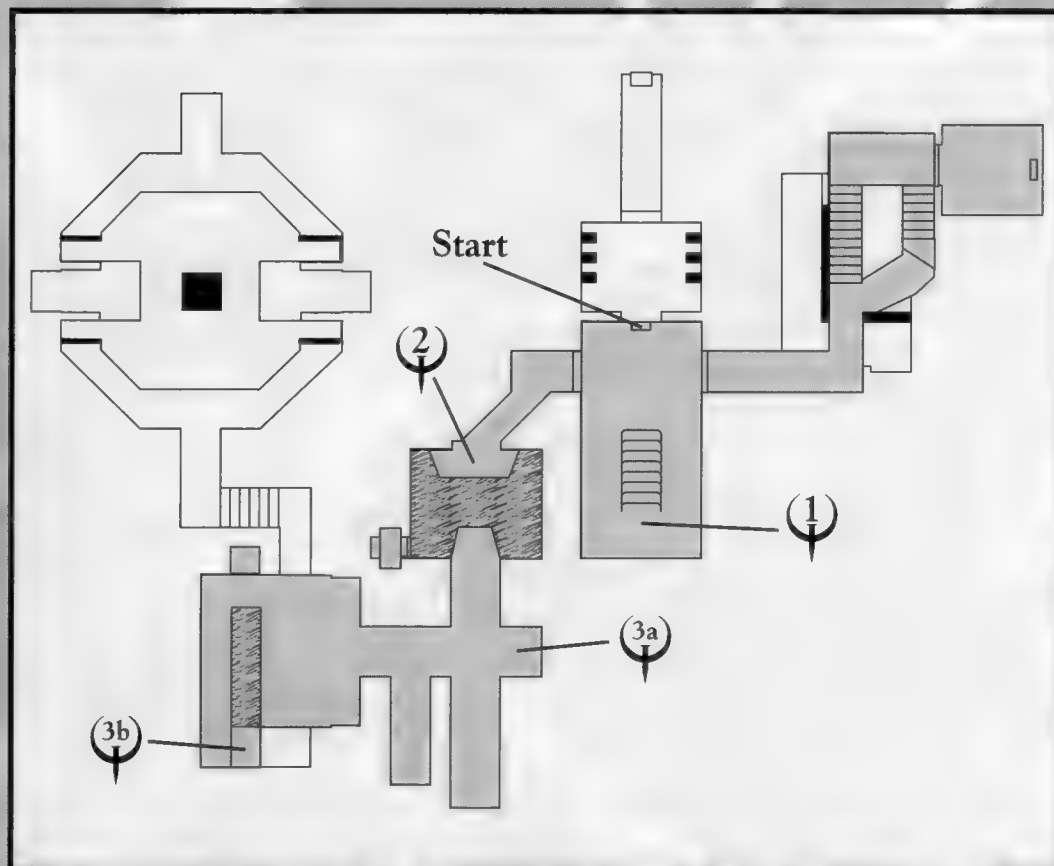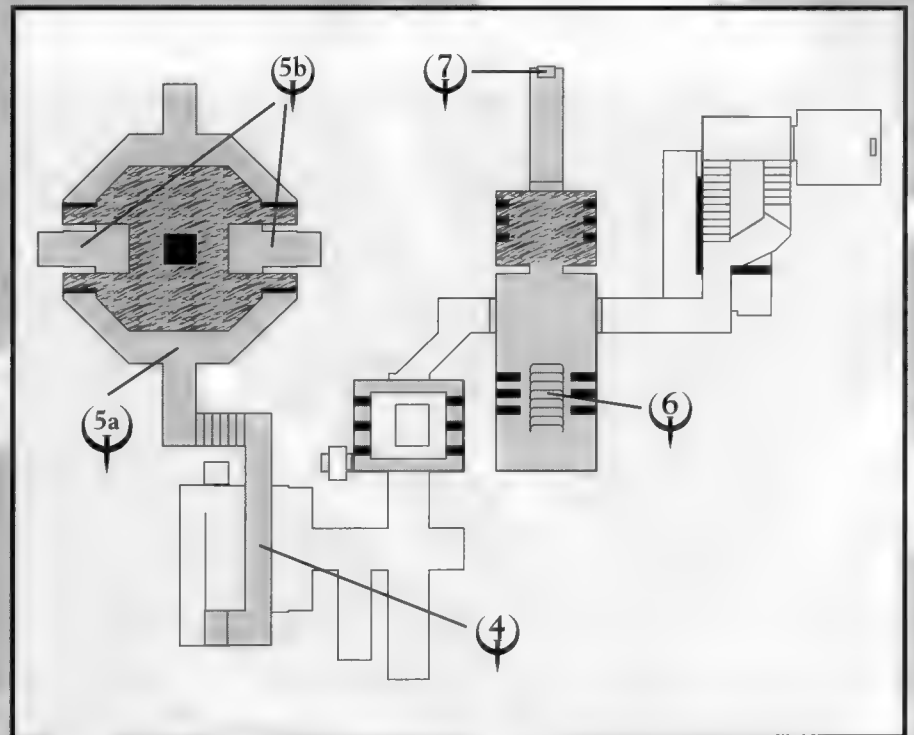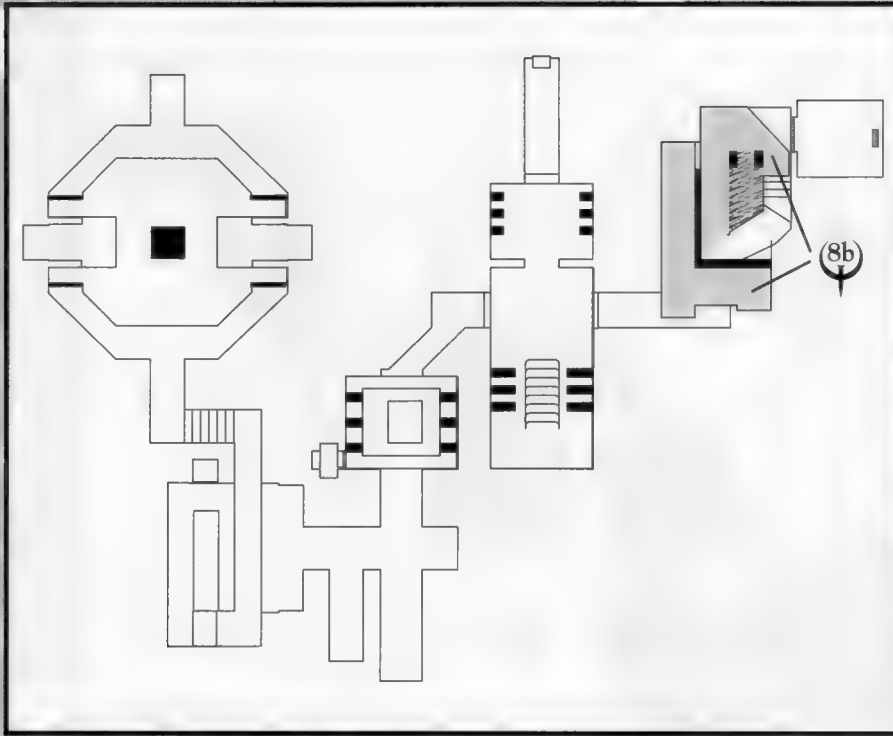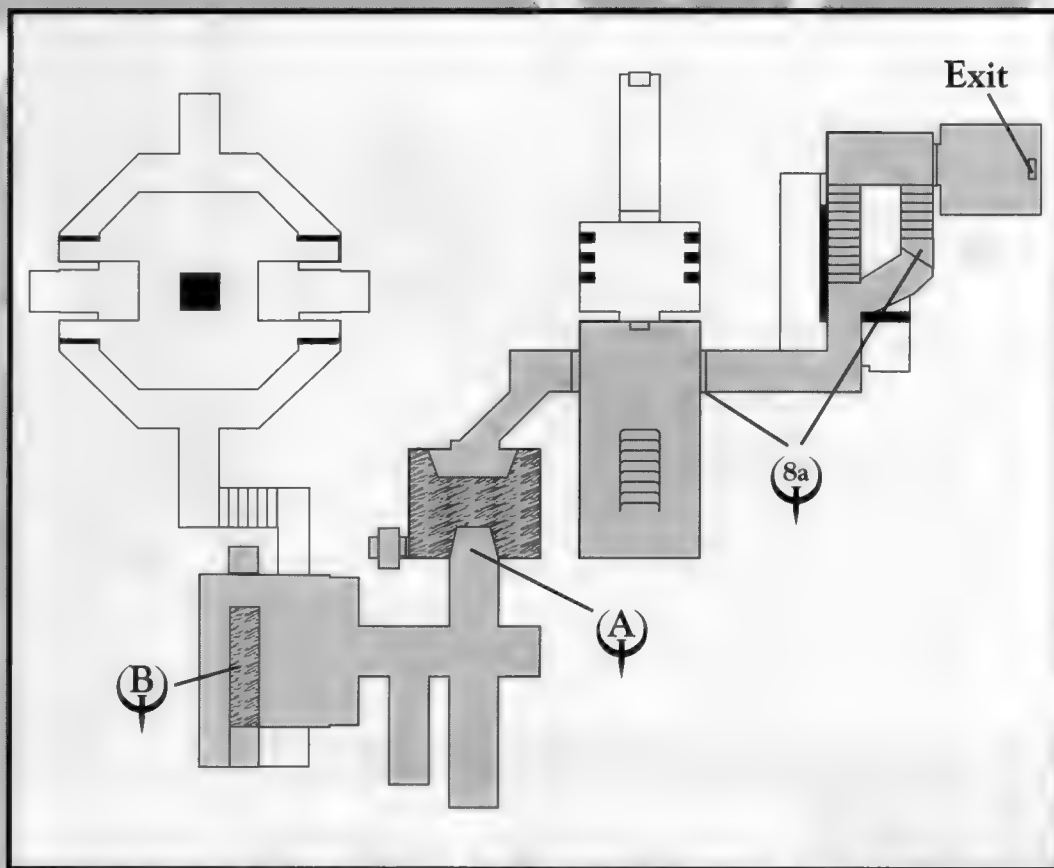
There are plenty of nasty traps in this level, including crushers and lava pits. Watch out for the death knights—they're tough.

CRITICAL PATH

1. Go around the stairs and throw the switch. Watch out for the patrolling ogre and the others dropping grenades from the rafters. Try to lure the death knight into fighting with the ogres above and move on.

2. Step on the pressure plate to raise the stairs. The stairs disappear after a few seconds, so don't waste time getting to the top. Meet your new best friend, the super nailgun. This weapon comes in handy later on, so conserve ammo for the moment.

3. Fight your way through the death knights in the next chamber and watch out for the zombies hiding in the side room. Go up the stairs and up the lift.

4. Spikes shoot from the floor of this hall. Time your steps to make it down the hall without getting a nail up your butt. At the end of the hall, a death knight teleports right in

front of you. Backpedal down the hall, firing as you go. Don't worry about damage from the nails—your first priority is staying out of the way of that sword.

5A. The next area is a succession of traps and ambushes; this is the place to use your super nailgun. Step on the pressure plate to extend a bridge over the lava. Walk on the pressure plate on the center island to activate two more bridges. You might consider walking backwards onto the plate so you're ready for the death knight and the zombies that appear behind you. Kill the death knight, then jump back into the hall. From here, you can kill the zombies without getting caught in a crossfire of brains and guts.

5B. The next two pressure plates are under crushers. Time your movements to avoid getting squished. After you trip the first plate, three scrags appear. Trip the final plate, and don't be surprised when a few more monsters appear. Go through the teleporter.

6. Go up the stairs and kill the ogres (if you haven't done so earlier) and the death knight. Alternatively, maneuver around a bit without firing and see if you can get the knight to fight with the ogres.

7. The next steps must be executed quickly. Go down the hall and hit the pressure plate. Run across the bridge—don't worry about the nails. Stop just inside the tunnel so that you don't fall into the pit ahead of you. A death knight and a silver key are below. You could hang out and kill the death knight, but you're running out of time. Instead, wait for the knight to get close to your edge of the pit and then run over his head, grab the key, and escape through the teleporter. If you take too long doing this, you'll be slammed into the lava by a stone ram.

8A. Open the silver door. The easiest way to kill the fiend waiting behind the door is to run up the stairs and fire down through the rafters. As you fight your way down the hall, watch out for the death knight lurking above the stairs in a dark alcove. Look down over the edge of the top landing; there's an ogre waiting at the bottom of the stairs to surprise you. Surprise *him* instead.

8B. Go down beneath the stairs and throw the switch to reveal a cage full of enemies. Nothing too tricky here—just keep shooting until they're all dead. Hit the switch in the cage and head up the stairs, but prepare to confront the scrag and the ogre blocking your way.

SECRETS

A. Go to the top of the stairs that rise from the lava. Look up and to the right—there's a button high on the wall. Shoot the button and a door opens in the wall below, revealing a teleporter. Jump through the door and into the teleporter. You appear on the rafters above the room, where you'll find a suit of red armor.

B. Jump into the narrow pool of water in front of the ledge. Swim under the stairs to find a 100 percent health powerup.

E3M4:
Satan's Dark Delight
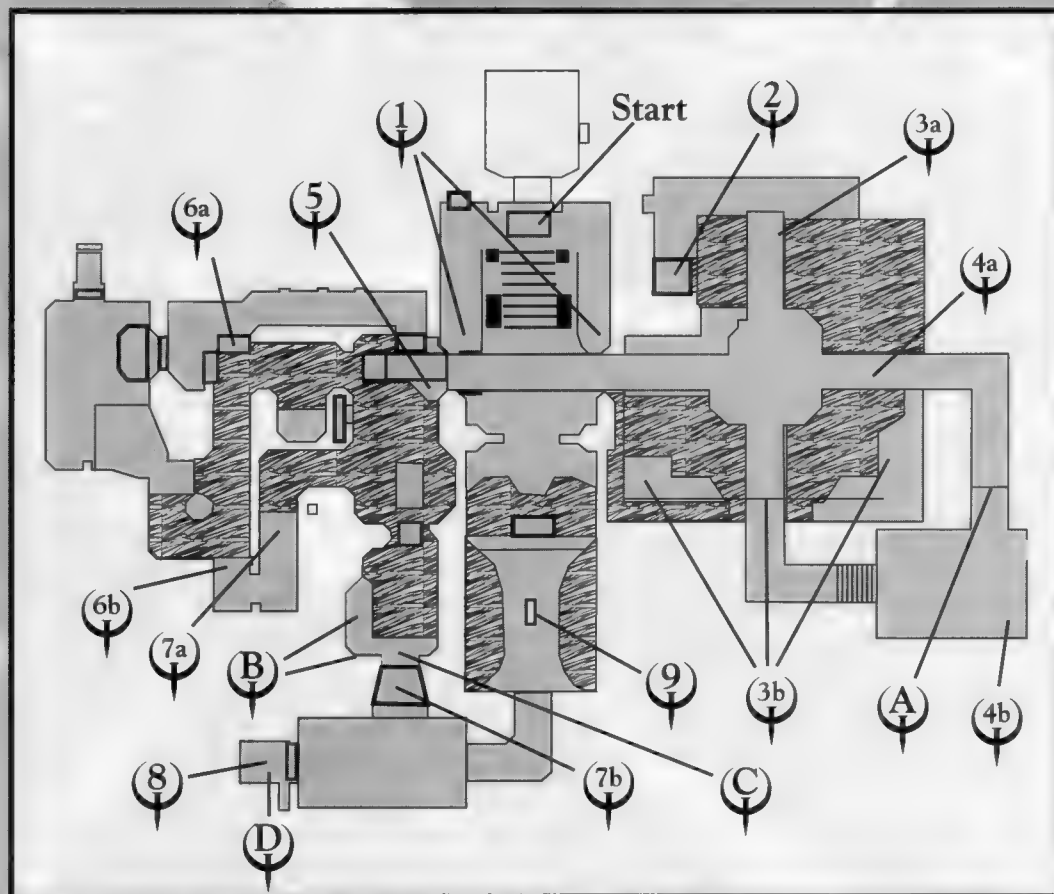
This one is just full of nasty surprises. Luckily, it's also got some good weapons and secret powerups.

CRITICAL PATH

1. Kill the ogres on either side of the stairs before heading down, or they'll ambush you. Drop into the water on the left and swim up through another sliding hatch.

2. You can't climb out of the water just yet. Fight your way through the piranhas, picking up health and ammo as you go. Go through the door and onto the lift that takes you out of the water. Watch out for the waiting ogres.

3. Hit the switch to extend the bridge out to the room over the moat. Get the rocket launcher and try it out on the zombies on the surrounding platforms. Jump to the platform and get the yellow armor. Go through the door on the other side of the central room.

4. Hitting the switch opens the two outer doors over the moat and triggers an ogre ambush. Walking out the other side of this room opens the remaining two doors on the central island.

5. Cross over to the lift and hit the switch to activate it. Keep your head up! Ogres will ambush you from the ledges above. Look down at the end of the hall and make life difficult for the ogres below.

6. From this starting point, hop onto the floating platform in front of you and let it carry you through the chasm. Use the first ride around the circuit to kill whatever enemies you see. Shoot at the Quake switch over the bloodstained doorway to activate a crusher that squishes the ogre. This is the doorway you want to go through.

7. Shoot at the switch on the floor while standing on the floating platform beside it. Ride the platform to the lift. Hit the lift switch, grab your rocket launcher, and get ready to shoot when you see the door at the top of the lift open. You may want to come prepared to fight with quad damage and the pentagram of protection. (Secrets B & C) Avoid getting caught in the shaft with a fiend.

8. Grab the pentagram of protection (Secret D), then go to the next hallway and around the corner. At the bottom of the ramp is a lightning gun. This is the best weapon to use against the shambler who teleports into your path when you're halfway down the stairs. (Which probably explains why he makes it so hard to get the gun.)

9. Look at the lava pit beneath the stairs. The hole you see leads to the secret level, "The Haunted Halls." If you want to go to that level, climb along the narrow ledge until you're above the hole and jump in. The secret level leads to level 5, "The Wind Tunnels."

10. If you want to go directly to level 5, jump through the teleporter on the other side of the lava pit and finish the level.

SECRETS

A. Shoot at the yellow light over the ramp. Stairs appear, leading up to a platform with some ammo and health. You can actually get up without shooting the button; just press against the wall on the side of the passage from which the blocks appear.

B. In the chasm with the moving platforms, jump to the ledge with the pillar in the corner. The wall opens up to reveal an assortment of goodies, including a Quake power, yellow armor, and 100 percent health.

C. Inside the room in Secret B, shoot the four vertical lights. A hidden door opens to reveal a pentagram of protection.

D. In the room at the top of the lift, there are eight ceiling lights. Shoot the yellow one to open a chamber containing a pentagram of protection.

E3M5: The Wind Tunnels

MAP 1

Start

To Map 2

MAP 2

To Map 3

(4)

(8) **To Map 4**

From Map 3

(1)

To Map 1

MAP 3

2b

2a

(A)

From Map 5

To Map 2

3   5

From Map 1

MAP 4

(B)

(4)

From Map 2

To Map 2

From Map 5

MAP 5

MAP 6

To Map 5
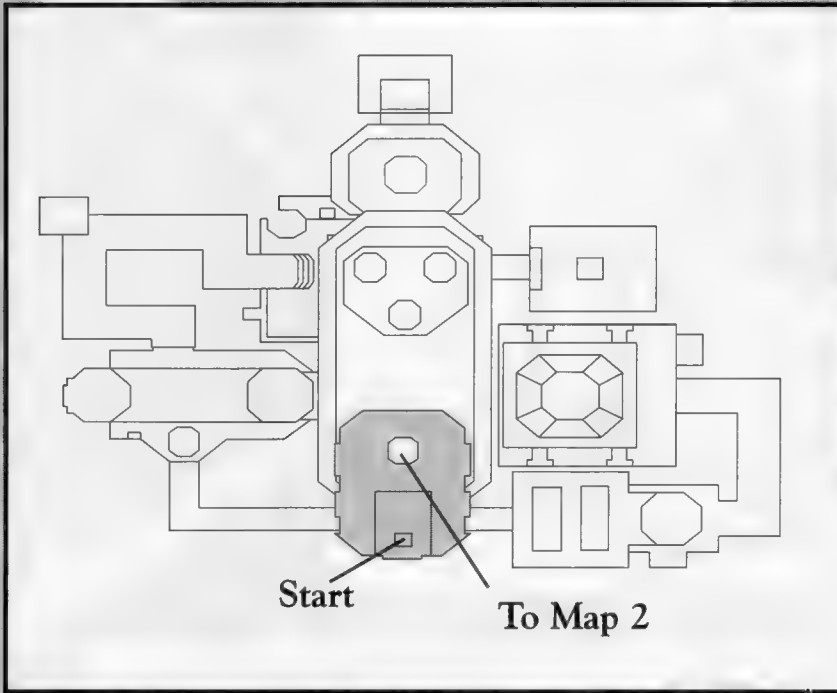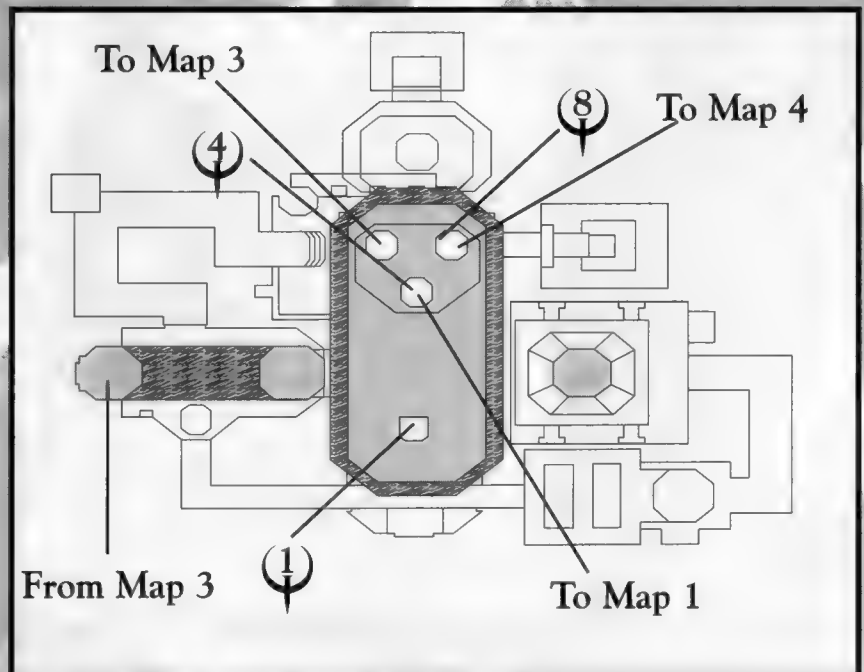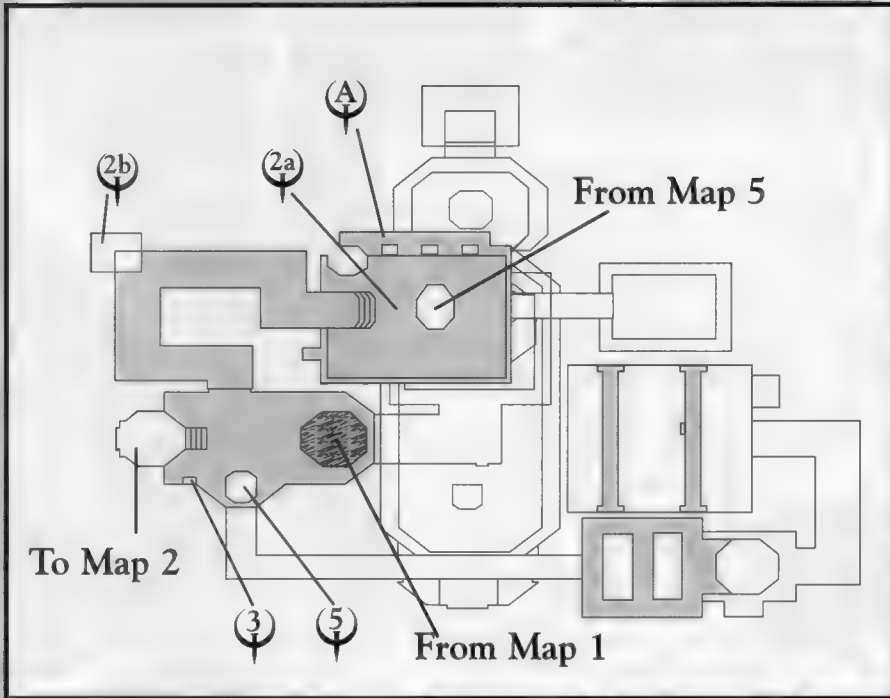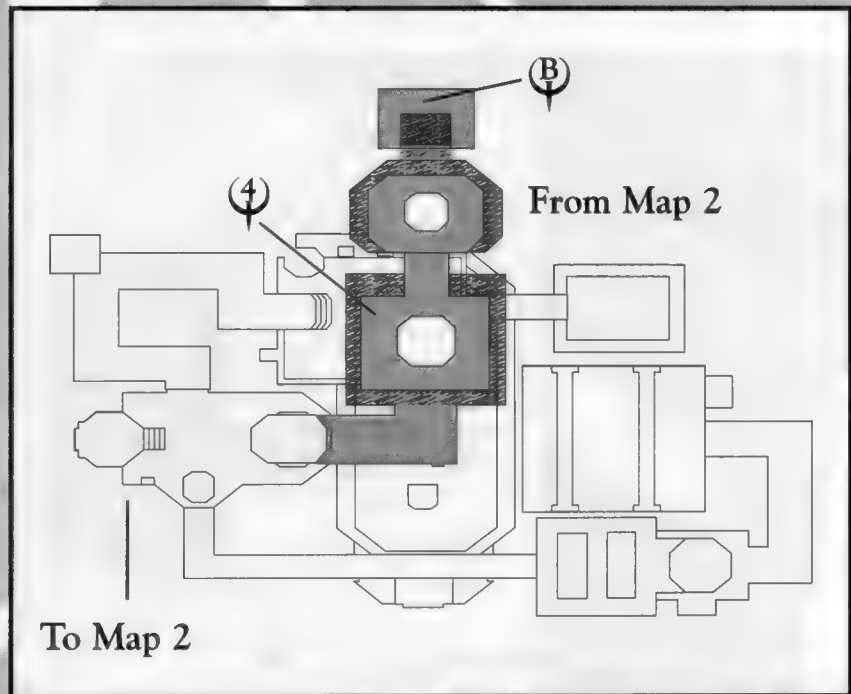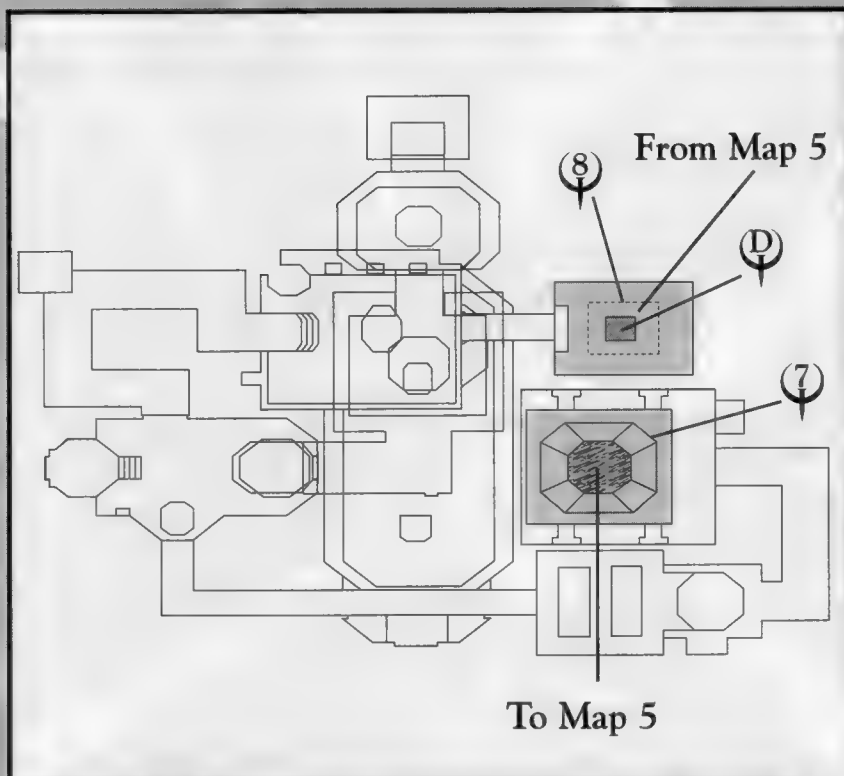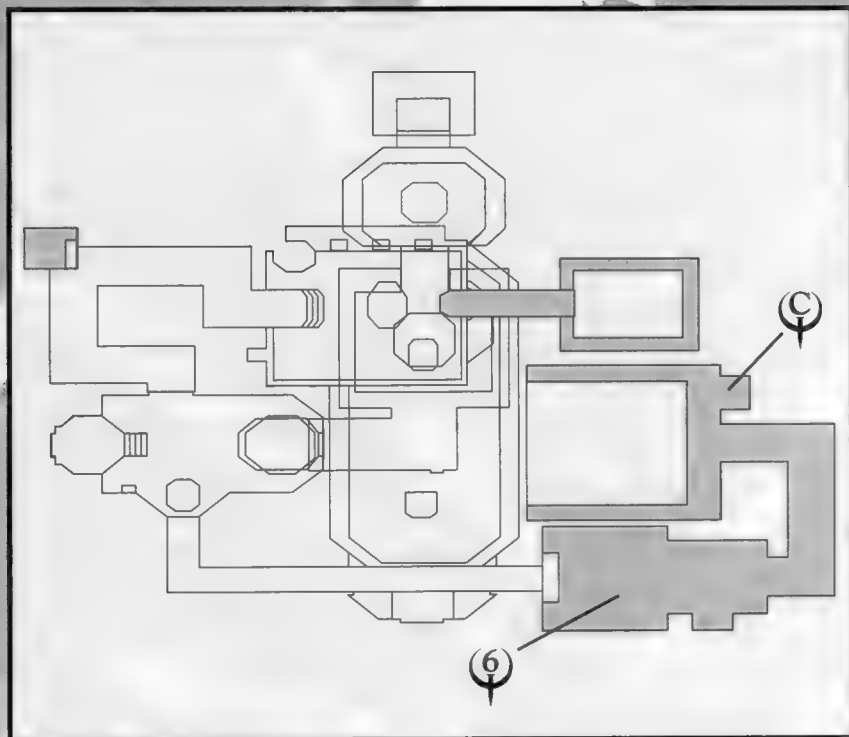
This level has some truly unique first-person level design. Learn how to use the wind tunnels to your advantage.

CRİTİCAL PATH

1. Be ready for an attack the second you emerge from the wind tunnel. If you're low on ammo, lure the fiends into the surrounding moats by dodging around the outside of the two rear air shafts. Once they're in the water, pick them off at your leisure. Jump into the air tube.

2. You emerge in the middle of a death knight convention. Dodge and fire for a little bit until two fiends find you (they'll be coming from the stairs), then head for the stairs and down the hall. Fall down the hole in the corner and jump into the teleporter. Get the Quake power on the ledge and use it on the death knights and fiends. Get as far down the hall as you can while the powerup is still active.

3. Throw the switch to open the lower tube. Get the biosuit and dive in. There are plenty of monsters down here, but don't waste time killing them if you can help it. You've got a long journey ahead and not a lot of air. Follow the tunnel until you see red arrows pointing up. Go up and get out of the moat.

4. Jump up the second wind tunnel. The other end of the tunnel is surrounded by bad guys, both flying and earthbound. A good way to handle them is to bounce around on the air current like a bungee jumper. This makes you hard to hit and gives you a high vantage point. Just don't lose your lunch. The next wind tunnel tosses you through the gate above and leads back to the area in step 3.

5. Before jumping into the next tunnel, turn so that you're facing the pool of water and not facing up or down. Jump up; you should be oriented so that you can see the end of the tunnel coming. When you do, press and hold either the sidestep left or sidestep right button. This allows you to land on the rafters above the next room. Kill the ogres and take the Quake power. Kill the death knights below you, then jump down to the floor.

6. Watch out for the nails that shoot from the urns. Hit the switch to open a door in the wall; inside is a suit of armor and a fiend. Kill the fiend and keep moving. Hopefully you'll have enough quad damage left to use on the two shamblers at the end of the hall.

7. Kill the monsters down in the pit before you jump down. The best way to handle the scrags is to circle around the edge of the pit while firing into the center of your circle, a.k.a. "circle strafing." Follow the water tunnel back to the three main tubes.

8. Jump up the last of the three main tubes, landing in the exit chamber.

SECRETS

A. In the hall with the blinking light, drop down through the hole in the corner. The tele-porter takes you to the ledge with a quad damage powerup and some rockets.

B. Jump into the moat, go through the arched door, and surface in the secret room. There's a rocket launcher, nails, and health here.

C. Shoot the Quake symbol on the crossbeam over the pit to open a hidden door. Inside the secret room is a biosuit.

D. Shoot the panel on the floor in front of the level exit. Drop into the hole, but move as you do in order not to fall into the teleporter on the floor. Grab the nails and health and jump into the teleporter.

E3M6:
CHAMBERS OF TORMENT
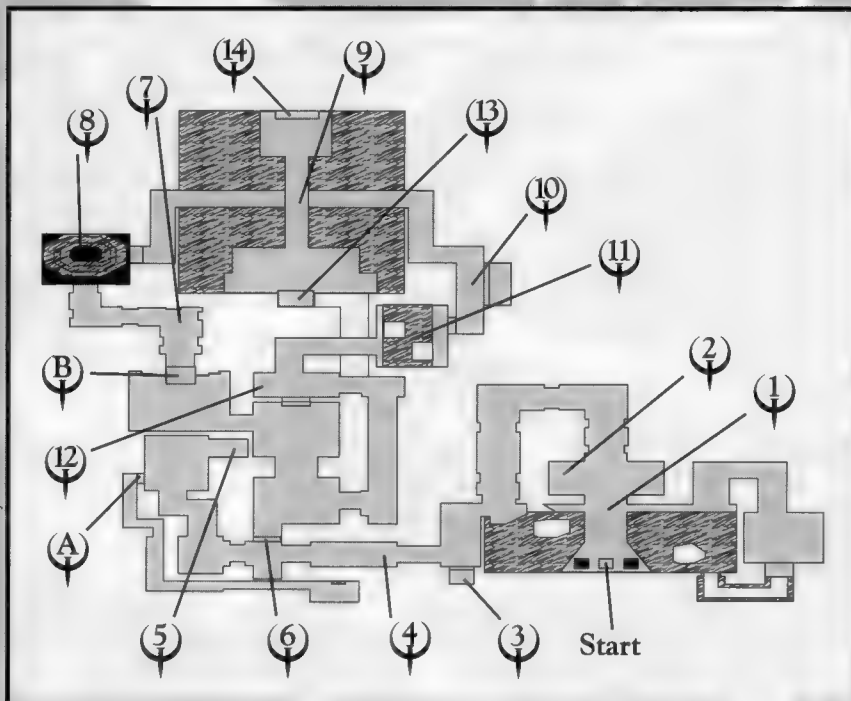
This level is packed with high-level enemies. Save your best ammo for the nastiest enemies, specifically the vores.

CRITICAL PATH

1. Take out the death knight at long range and go to the base of the stairs. Kill the ogres who hide on either side of the stairs instead of going up into their direct line of fire.

2. Use the ring of shadows to scout ahead and locate the enemies. Take special note of the location of the vores. They're the real killers of this level.

3. Blast your way down the hallway until the fiend leaps out of the wall. Backpedal while firing at the fiend. If you're low on the big ammo, retreat quickly to the stairs and fire through the balcony.

4. Shoot at the vore (preferably with rockets or better) and then sidestep quickly back around the corner. Keep this up until he's dead. If one of his projectiles should get on your tail, run like crazy until you hear it explode behind you.

5. Kill the vore and the death knight guarding the silver key. Grabbing the silver key releases ogres from a trap door in the ceiling.

6. A group of knights is waiting behind the silver door. Take them out and get ready for the next wave: fiends. Watch out for the scrag above the doorway and the knights that attack from the door to the left. You should grab the quad damage powerup (Secret B) before entering the silver door.

7. Ogres lurk in the scaffolding above this room. Don't worry about them for now; just run straight through to the lift. Three knights attack you in rapid succession here, so be ready.

8. Approach the nail-shooting pillar from the left side of the hall. Take out the two scrags and jump down into the pit. Be careful not to drop into the line of fire. Time the shots so that you can get to the pressure plate without getting spiked.

9. Get past the ogre in the hallway. A fiend lunges down the walkway at you. He should be no trouble compared to the vores up on the bridge. Don't stand around in the doorway and make yourself an easy target for the vores. Sidestep and fire until you're sure they're all dead.

10. Step on the three pressure plates and a hidden door on your left releases a couple of ogres.

11. Clear the room with the sliding platforms of enemies before you dash across the pit. When that's done, wait until just before the platforms join and run across.

12. Two vores guard the gold key from an adjoining chamber. Grab the key and then drop down to the gold door.

13. If you have extra rockets, they can be handy in taking out the succession of scrags in this hallway. Take the lift up.

14. At the top of the lift you see the goals of this whole episode before you: the rune and the portal out of this hellhole! Of course, it's not going to be as easy as running across the bridge.

Before you try to cross, lure the vores to your side of the lava pit. Fire down over the edge at them. When the vores are dead, head across the bridge. Halfway across two fiends appear—one in front and one behind you. Jump off the right side of the bridge and onto the walkway. If the fiends jump off after you, circle back around to the bridge and cross to the exit. If not, shoot at them from below and then circle around. If only one jumps off, they're still easier to kill individually than together.

Once the bridge is clear, take the rune and head into the next episode.

SECRETS

A. In the room with the silver key, look up and shoot the switch on the ceiling. Go through the door that appears in the wall. Get the yellow armor and the Quake power.

B. Get on the lift and look up. Shoot the button on the ceiling to allow you access to the tops of the beams.

E3M7: The Haunted Halls
(Secret Level)
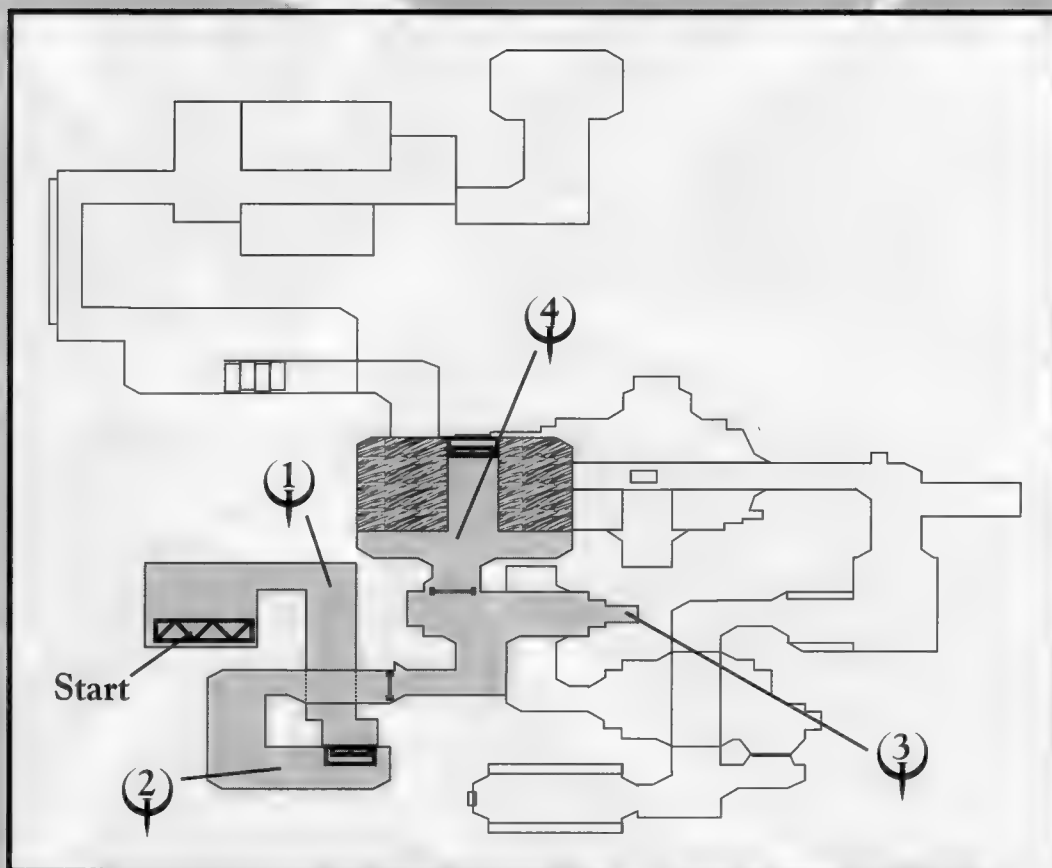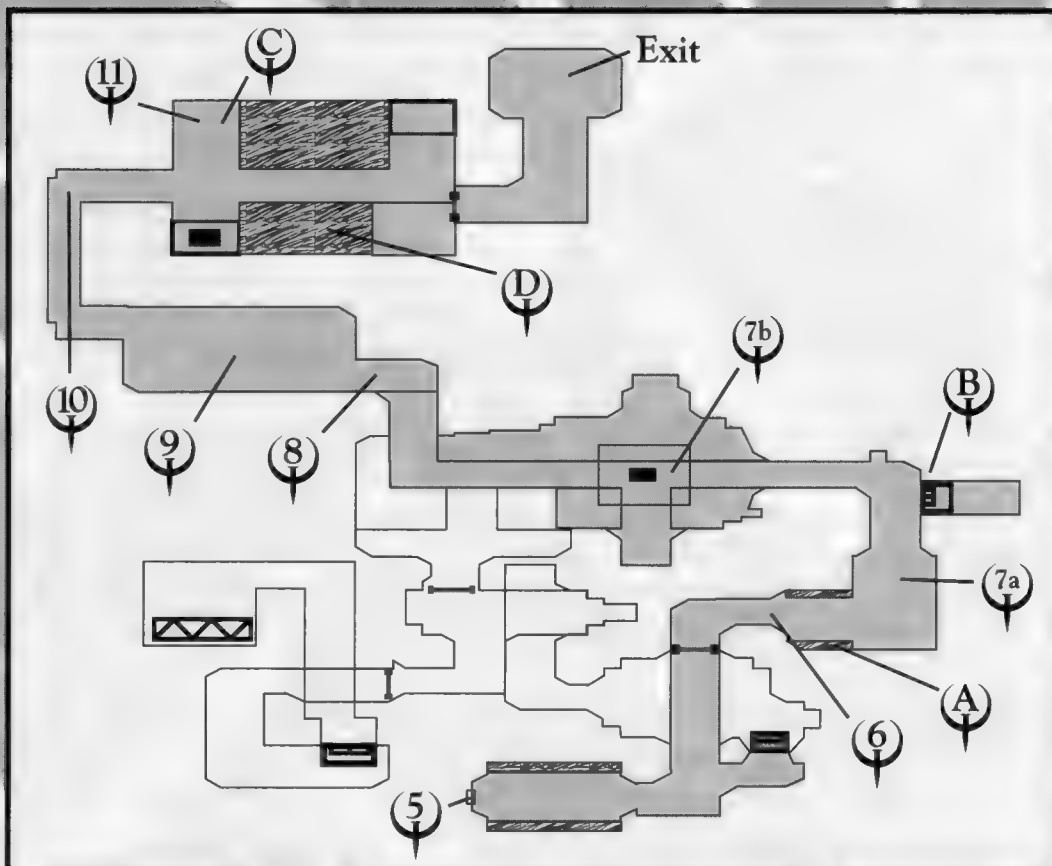
This level keeps you on your toes , but it's not *too* difficult. Learn how to deal with the vore's attack.

CRITICAL PATH

1. Shoot the ogre, take his grenades, and use them on the zombies.

2. Ride the lift and cross the bridge. You're ambushed by a fiend. Back around the way you came and fire as you go.

3. Zombies, ogres, and a scrag wait in the next room. Dodging in and out will usually cause the monsters to fight amongst themselves. Hit the switch to open the door, but beware of the ogre lurking overhead.

4. As you walk into the next room, a bar blocks your retreat and a fiend emerges from a pit in the floor. If you have grenades, lob them into the pit before you enter the room.

5. Throw the switch to open the door on the other side of the bridge. This triggers an ambush of zombies and scrags between you and the bridge.

6. Use hit-and-run tactics to take out the five ogres guarding this room. Get the yellow armor and be sure to grab the quad damage powerup.

7. Throw the switch at the top of the lift to open the iron door below. Walk onto the bridge and shoot the Quake symbol to your right. A shambler materializes and a door blocks your retreat. Hold your ground and kill your attackers quickly. Drop into the vore's cage and land on the pressure plate to open the door above. Shoot the wall switch to teleport out.

8. Stand at the top of the stairs and toss some grenades over the railing. That'll get the death knights' attention, and you can you finish them off as they come up the stairs.

9. Before you run the nail-shooter gauntlet, look up and to the right. An ogre hides in the alcove.

10. Run to the far end of the hall and press up against the wall (this is an easy way to find a spot safe from the nails). Kill the ogre quickly, then aim for the vore on the other side. Quickly grabbing the nearby quad damage and armor can help in dealing with the surrounding menace. (Secret C)

11. Hit the switch to lower the lift. Shoot the ogres on the bridge from the floor before going up. From the bridge, kill the last ogre stupid enough to stand between you and the exit.

SECRETS

A. Stand on the walkway over the lava and shoot at the bloody grate to reveal a quad damage powerup.

B. Go up the lift next to the teleporter receiving pad. Quickly jump off and go under the lift. Here you'll find a 100 percent health powerup.

C. Stand in front of the lift switch and look up. Shoot the Quake symbol to open a chamber containing armor, 100 percent health, and a Quake powerup.

D.. From the bridge, jump on the ogre cage. A door opens, revealing an ogre and a pentagram of protection.

EPISODE FOUR: THE ELDER WORLD

Jump in the pool to start the episode. If you want to catch the Nightmare skill level, it's in the alcove below the pool, to your left. Move backwards as you fall and you'll land on the thin wooden walkway; follow it around to the alcove on the left and go in there. Beware! Nightmare level is for the truly insane.

E4M1: THE SEWAGE SYSTEM
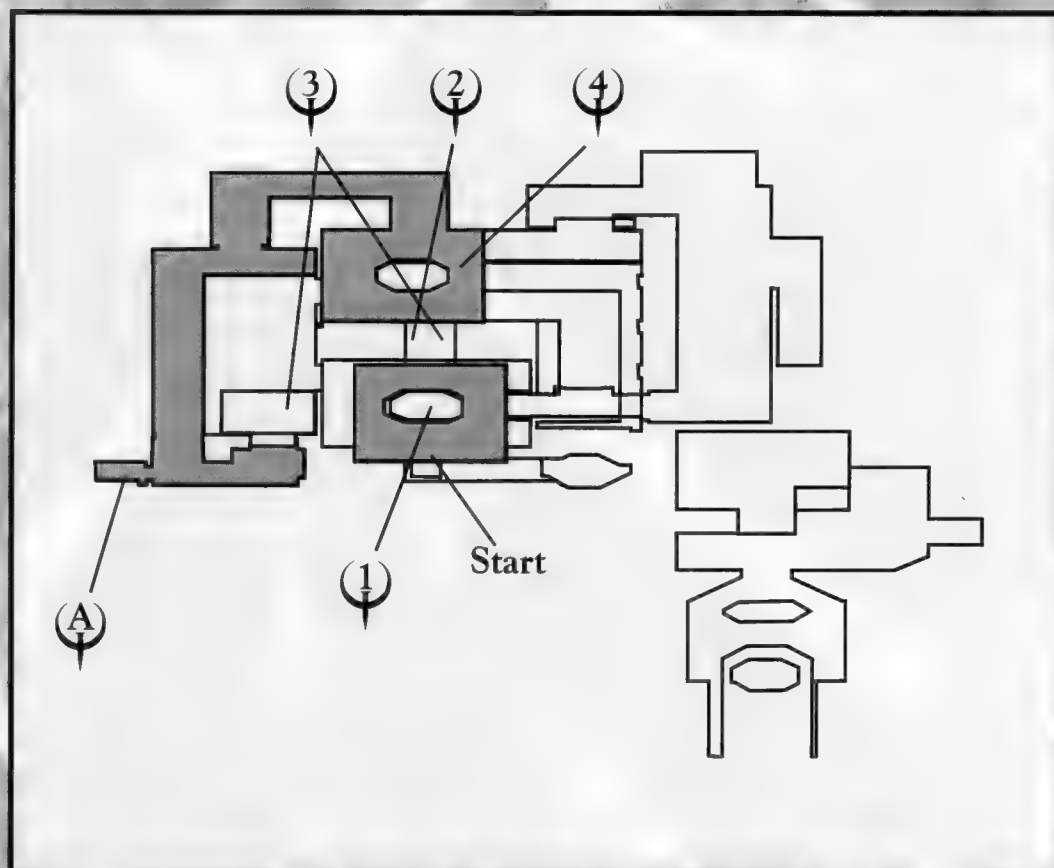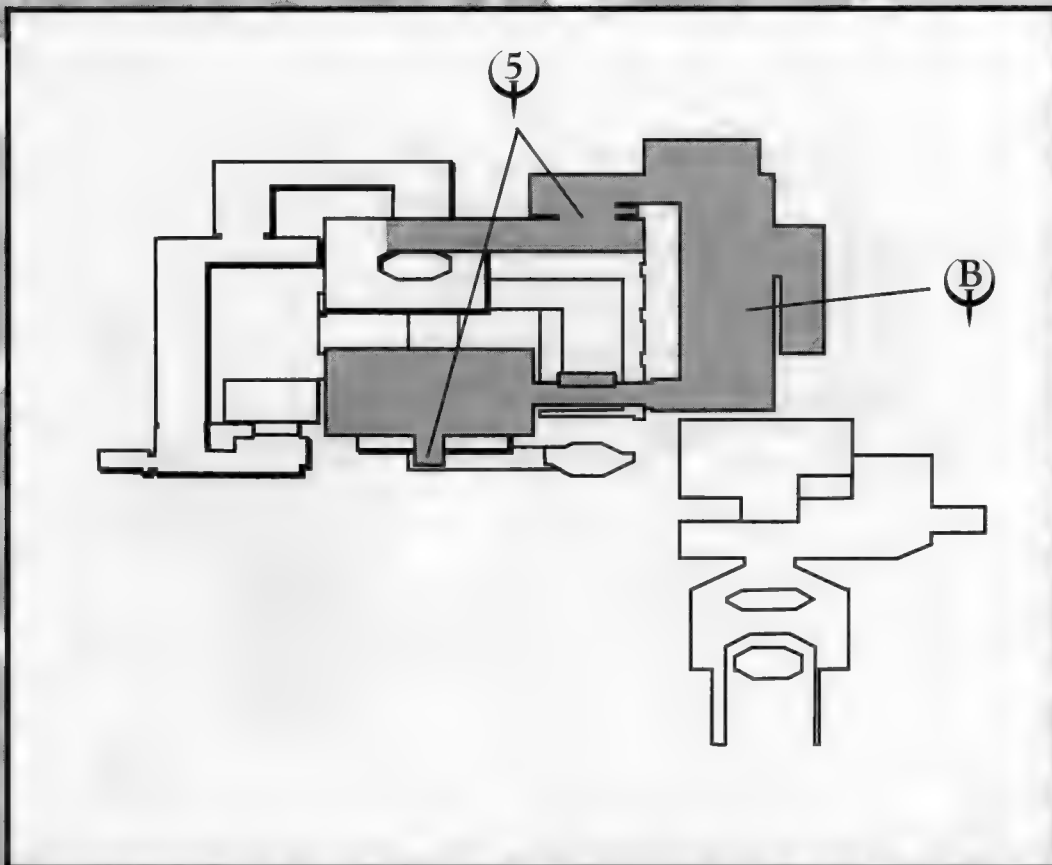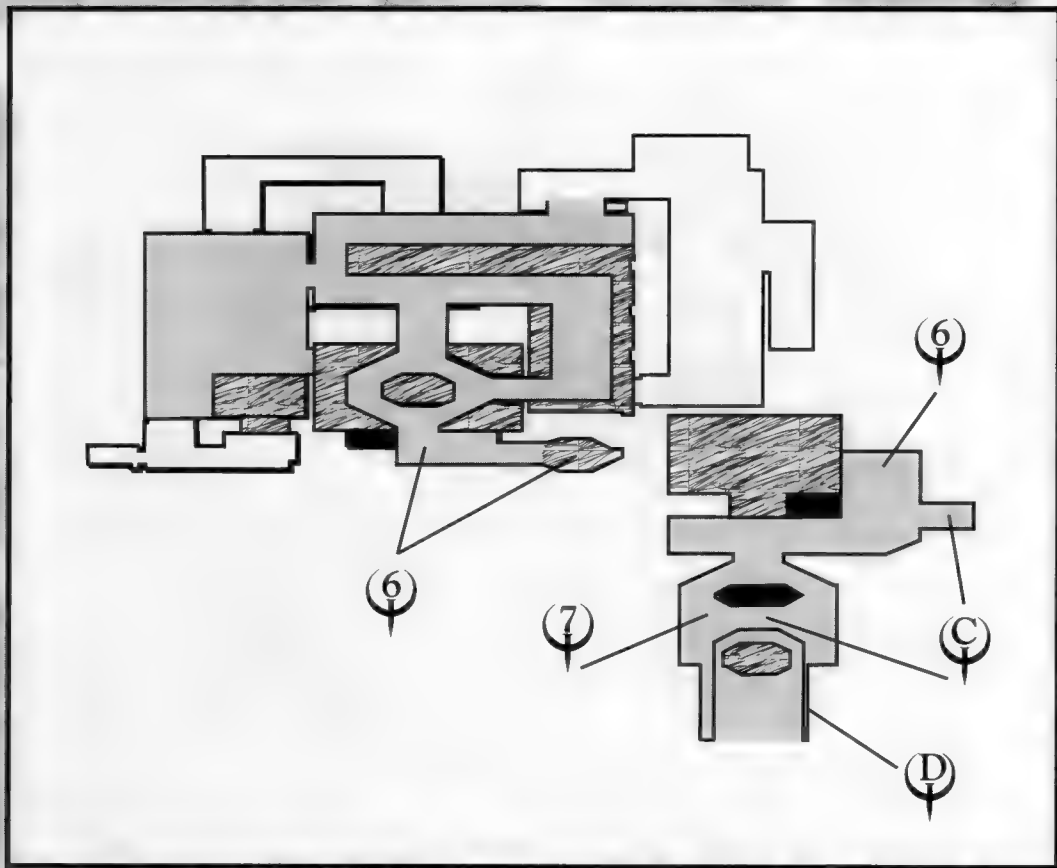
You'll have to deal with underwater navigation, a whole lot of grunts, and some nasty multi-level areas where death can rain on you from all directions. And you thought things were tough before?

CRITICAL PATH

1. Jump into the hole in the floor, facing the way you did when you entered this room. You'll catch glimpses of other levels as you fall. Don't loiter around when you hit bottom—you can only hold your breath for so long.

2. Head for the opening in front of you and take the next two lefts. Before you reach the red arrows in front of you, take in some air by jumping onto the landing. Turn and blow up the nuclear waste to eliminate the opposition.

3. Jump back into the water near the red arrows and ride the elevator upward. Dash off near the top and kill the grunt waiting for you. Collect the armor and quad damage powerup to prepare for the next section. (Secret **A**.)

4. Use the powerups to clear the halls and make your way to the gold key. Watch out for death knights from below! Clear the lower landing by blasting the waste container.

5. Hop down to the gold door. The nailgun is the weapon of choice here—this corridor's crawling with grunts. Touch the switch on the wall to open the floodgates.

6. Jump down to the floor below and head in the direction of the switch you just threw. Jump into the water where the red arrow points down. Swim forward and then up/right to emerge from the water and clear the landing. Make sure you press the switch on the left wall.

7. Kill the enemies below, then grab the biosuit and head straight for the water. Swim down—way down—and through the tunnels in front of you toward the exit. Be careful—two enemies dropping in on your left will want to make life difficult for you.

SECRETS

A. After you ride the elevator up, shoot the wall to your right (with the decoration) to reveal a secret room with a quad damage powerup and yellow armor.

B. Run up the ramp and jump so that your head hits the yellow light. This opens a secret door to your left where you'll find a quad damage powerup.

C. Shoot the symbol above the door in the biosuit chamber. This opens a secret door in the corridor outside, revealing a box of nails and a teleporter back to the area in front of the gold door.

D. In the big underwater chamber just before the exit, swim to the left and head to the top to find a chamber with a box of shells.

E4M2:
THE TOWER OF DESPAIR

Start
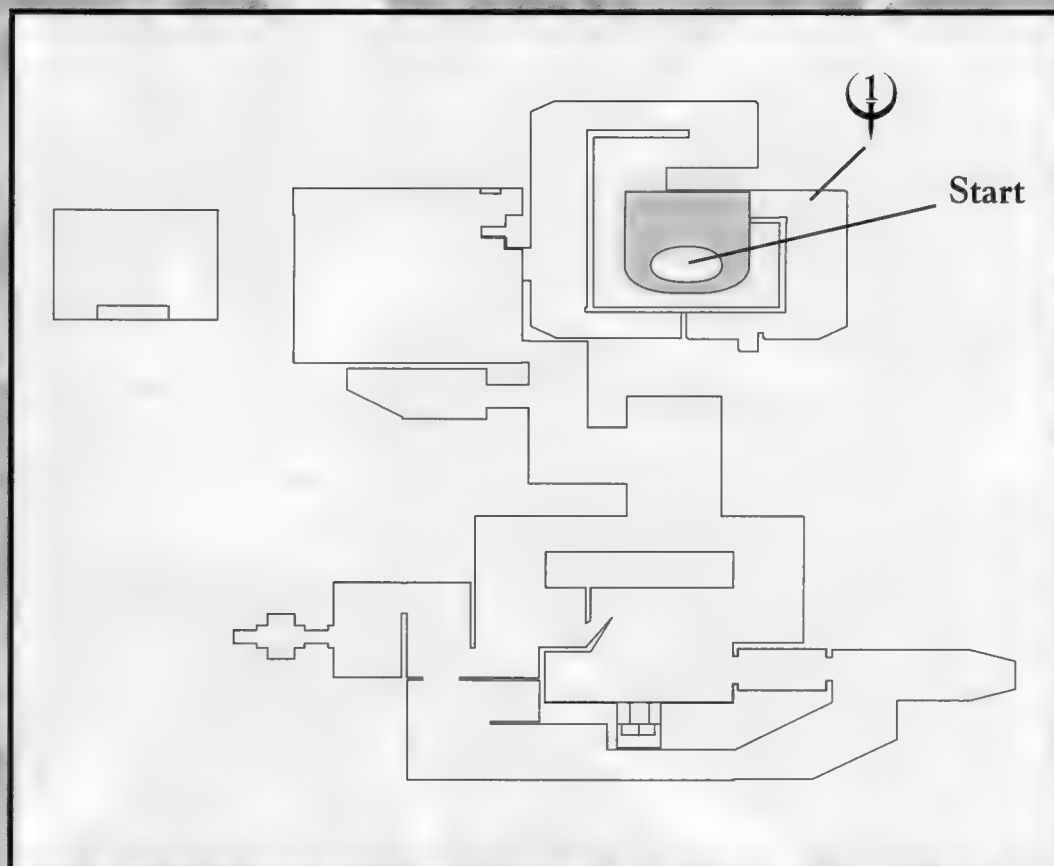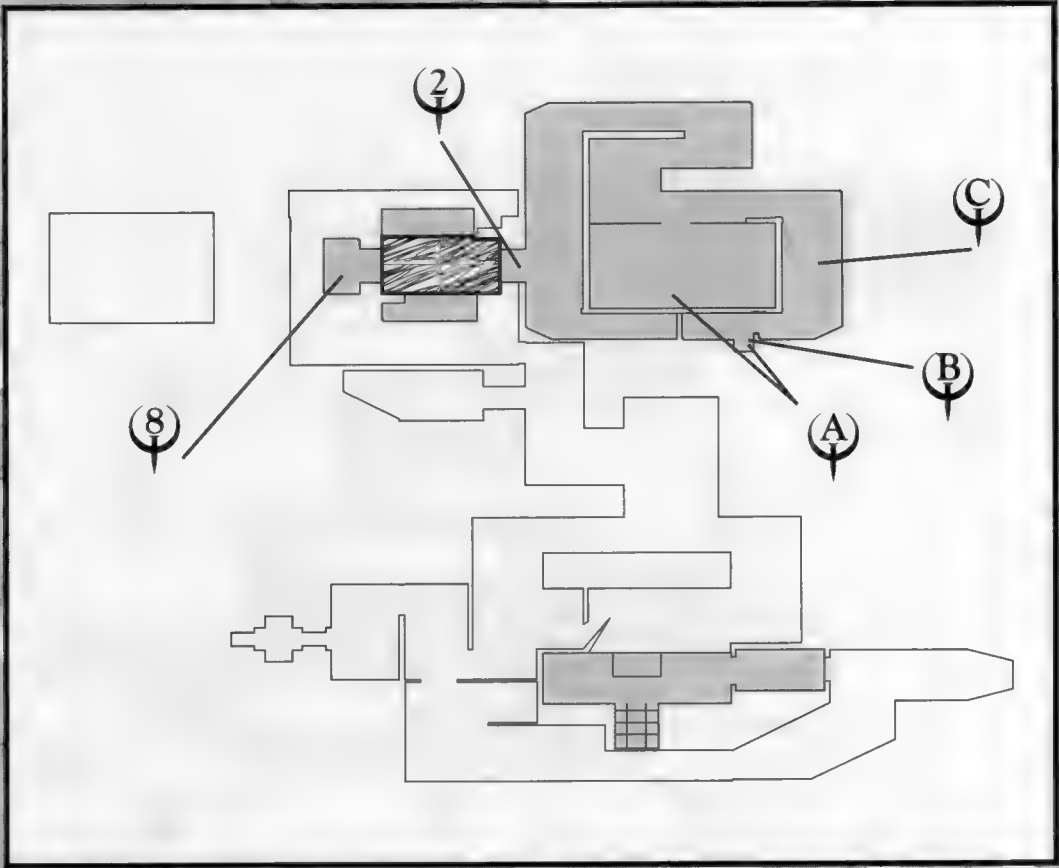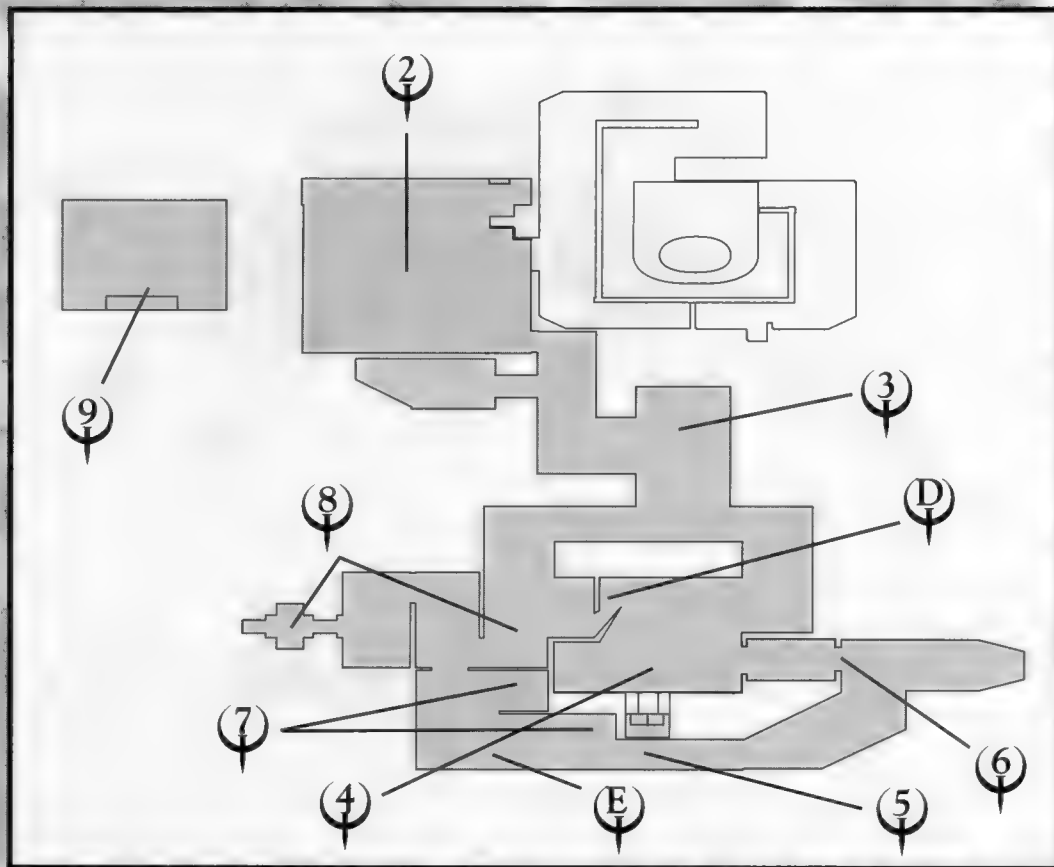
You are catapulted to a medieval castle of ghoulish knights, unspeakable horrors, and deadly traps—just another day at the office for you! There are only a few secrets, so you're free to concentrate on staying alive—that's more than enough to keep you busy on this level.

Critical Path

1. Leap down into the tower and get ready to rumble. Blow your way through the knights and head down the left corridor. This leads to a well-guarded pool. Kill the ogres and vore before you go wading.

2. Before you take the plunge, grab the ring of shadows. (Secret **B.**). After you dive in, you'll find yourself alone in the dark with a shambler. The shambler will ignore you if you don't attack, so run past him and into the room directly behind him. Ignore the death knight behind the door and hit the switch on the far wall. Ride the lift up and grab the pentagram of protection. Drop down and immediately eliminate the shambler.

3. As your invulnerability dwindles, race down the hall and grab the quad damage powerup around the corner—it's time to wreak some havoc. Use your remaining moments of

protection in tandem with the quad damage powerup to get rid of the huge army of bad guys that will try to dismember you.

4. Be careful as you enter this room—the multiple ogres can pick you apart in seconds. Jump off the landing below the window to land on the beams, then make your way to the platform overlooking the window. Shoot out the window and leap through the newly revealed opening.

5. Press the button, but don't drop down. A door has opened, revealing a platform with two ogres providing covering fire for a death knight. From the left side of the pit, pick off these beasts before making your descent.

6. This corridor is full of traps. Avoid the spiked door trap by walking slowly up to the door, letting it shut, then walking through the gap. Stick to the right wall to avoid the dart trap.

7. Race across the beams on the right-hand side, and hide in the corner next to the teleporter while the monsters below duke it out. You may need to do a little coaxing to keep them at each other's throats. Jump down and finish off the victors, then press the switch on the wall.

8. Grab the quad damage powerup and clear this corridor as you follow it to the end. Press the switch on the wall to open the bars and step into the small treasure room. Grab the black key and you'll teleport to the previously well-protected pool. From there you can leap around to collect the silver key, megahealth, and yellow armor.

9. Go through the teleporter above the pit and you'll warp directly to the exit.

SECRETS

A. Shoot out the window in the first room to reveal a switch. Push it to open the cages surrounding the box of shells and double-barreled shotgun.

B. Whack the wall where the trim stops to reveal a hidden chamber containing a ring of shadows and a box of nails.

C. As you enter Secret **B**'s chamber you'll see a switch to your left. Push it, then immediately head out into the hallway. Enter the trapdoor that's appeared in the floor to teleport to the narrow walkway in the first chamber. Walk around carefully and collect the blue armor and a box of nails.

D. As you walk up the beams, look for a dark nook in the wall to the right of the window. Follow this passage to an overlook where you can see a megahealth powerup below. Jump down so that you land on the cage's edge.

E. Hit the wall to the right of the switch to reveal a passage that leads to the ogre platform. You'll find a couple of health powerups there.

E4M3:
THE ELDER GOD SHRINE
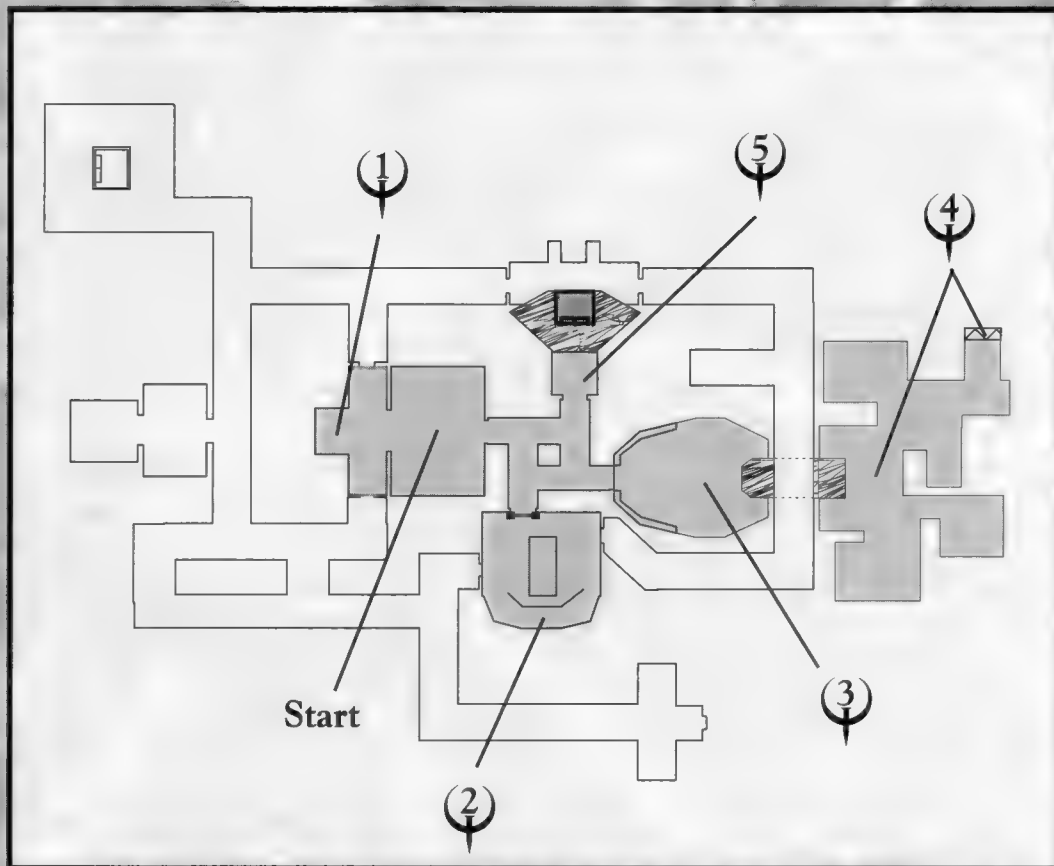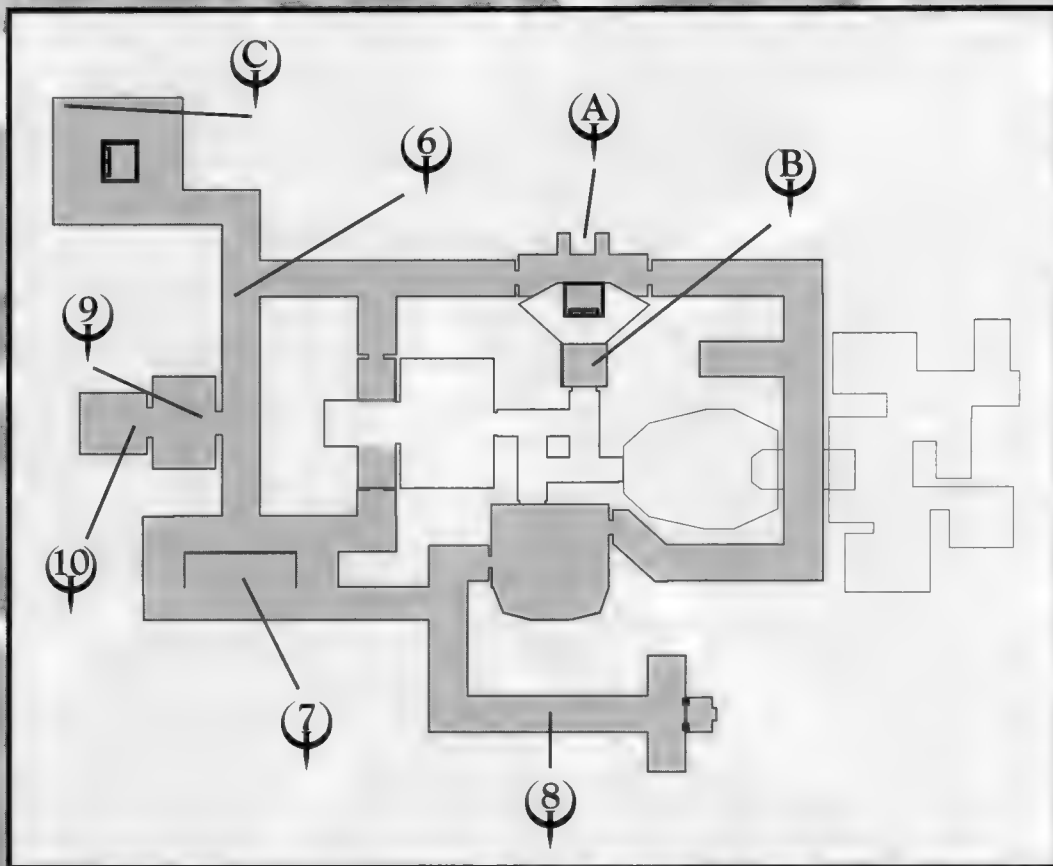
The challenges become even more deadly as you progress. Horrific fiends, spawn, and hordes of zombies make this area extremely deadly. Play time's over, kids—this one's for keeps. Better have your dodging technique perfected to avoid those deadly leaping fiends!

CRITICAL PATH

1. Beware of the two fiendish lumps in front of you. Shoot the window to open the sealed door, giving you access to the fiend-producing hub of this level.

2. Grab the quad damage powerup and make this a quick trip in and out. Run to the back of the room and hit the switch to unlock another door in the hub. Avoid battling the ogres above—their superior position makes for an unnecessary, difficult fight. Beware, hitting the switch spawns several knights and a fiend.

3. Two scrags will come through the stained glass, but the real threat lies under the platform. Using what remains of the quad damage powerup, walk off backwards so that you

can immediately shoot at the ogres waiting in ambush. When the room is clean, jump in the pool and head for the graveyard.

4. There's a zombie jamboree being held in the graveyard. Unless you're the type who feels the need to kill everything in a level, grab the powerups and head for the teleporter out. Grabbing the grenade launcher will spawn even more zombies, so be prepared to run and fight.

5. The teleporter drops you into the last unopened room of the initial set. Leap forward and catch the elevator up to the landing. Head for the door on your left—it opens into a corridor. From here you should be able to effectively fight the countless scrags that enter through the windows. After killing the first two, you may want to grab the quad damage powerup to help you defeat the rest of them.

6. Follow the hall to the "T" junction, then take a left. Go past the room with the ogres— watch out for their grenades! Turn right and then take two lefts. These halls are over- flowing with monsters; take your time and don't let them gang up on you.

7. As you walk forward, the wall to your left opens to reveal a room full of zombies and a fiend... and then the lights go out. Grenades and rapid movement are essential to your continued survival. After you turn them into hamburger, grab the ring of shadows and run like crazy for the key.

8. This long corridor is one giant trap. Step onto the floor so that it begins moving. Run back to the start and wait for the floor to begin sliding back into place. This will give you plenty of time to get across; however, you may risk becoming visible too soon. With the ring of shadows intact, grab the key and powerups, then book it back across the lava trap. From here you can pick off the monsters without putting yourself at risk. Finally, take the silver key back to the silver door.

9. You'll find the gold key behind the silver gate. Beware of the horde of knights and a spawn protecting the key. There's a quad damage powerup nearby that you may want to take as you leave to help you eliminate the ogres behind the gold door.

10. Throw open the gold door and lay waste to the ogre tribe. If you're feeling cautious, toss some grenades through the windows instead. With the destruction of this group of goons, you're ready to exit through the archway.

SECRETS

A. There are two health powerups hidden behind the stained glass windows. If you can make the leap to the area over the door, you'll also get some red armor.

B. Getting to this nook is one of the trickier secrets. You'll have to decide if red armor is worth the potential damage and wasted ammo. Stand on the edge of the lift opposite the secret nook (facing the nook). Look straight up and shoot a grenade off the ceiling so that it lands at your feet. Jump forward just as the grenade goes off. With proper timing, the grenade will propel you into the secret nook. You'll find red armor and fifty points of health if you get there.

C. Hit the switch on the wall to drop the floor down, revealing a room full of zombies and a scrag. Your reward is blue armor, a quad damage powerup, more health, and some ammo. Get on the platform and press the switch to ride it back up.

E4M4: The Palace of Hate
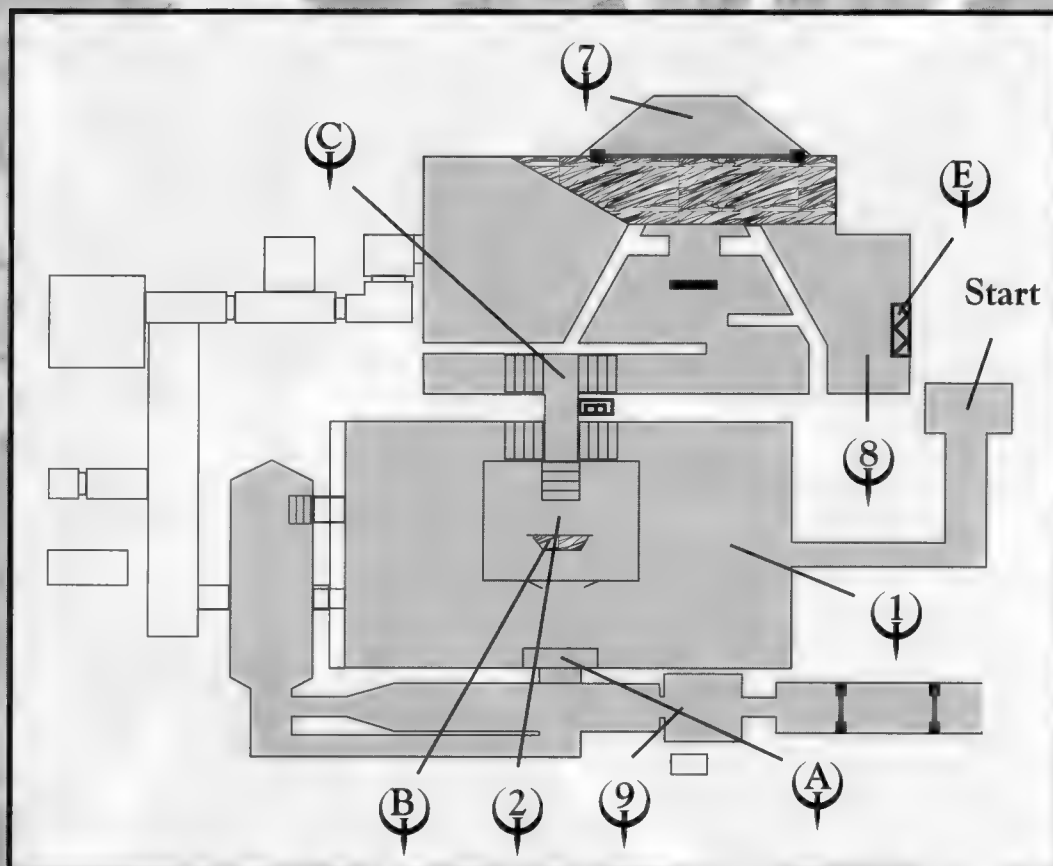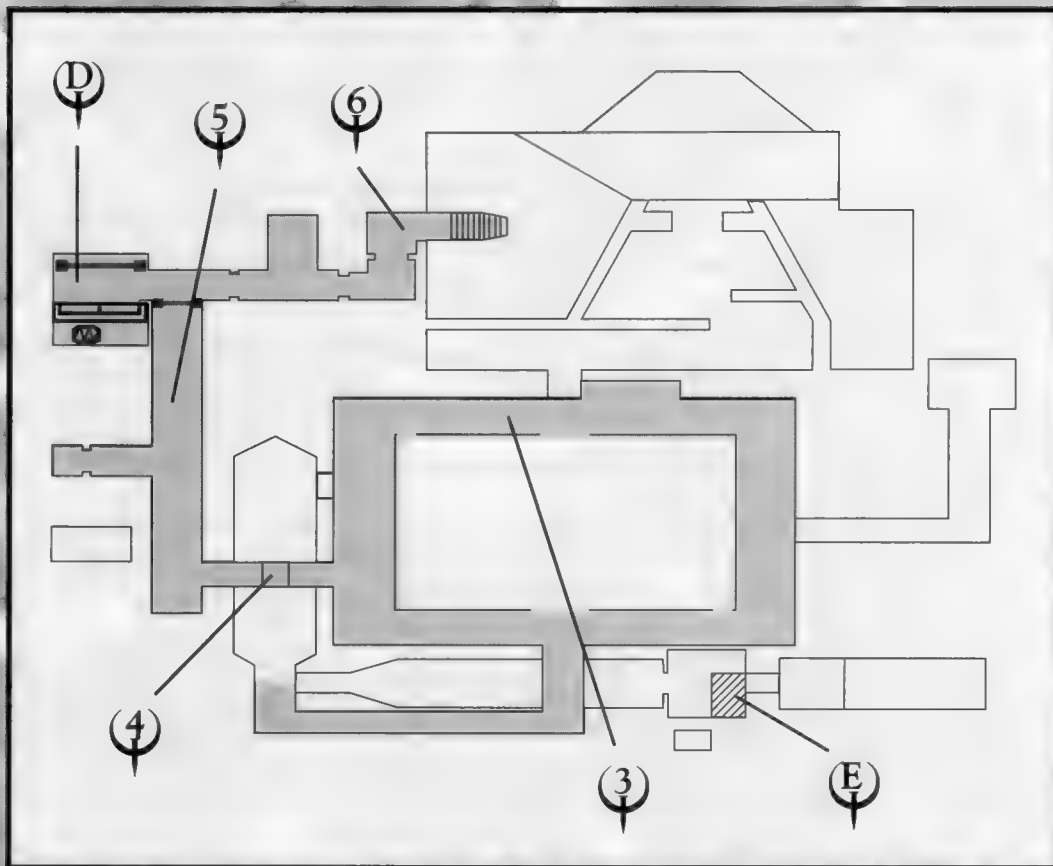
The Palace of Hate is filled with friendly fiends and shamblers, as well as a cheery crowd of knights, death knights, and scrags. You'll have your hands full here. Fortunately, there's a lot of ammo handy on this level, but use it wisely; there are more than enough monsters to absorb it all. You'll definitely want to take advantage of every powerup to get through this level alive.

CRITICAL PATH

1. Take the corridor up to the main room, but look out for the fiend on your way there—you won't have much room to maneuver in the small hall. Scout around the main room and take out the knights hiding in the corners.

2. Clear the entry of knights—they're hiding around every turn. If you need some health, jump into the healing pool. When the entryway is clear, grab the pentagram of protection (Secret A.) and charge down the fiend-filled hall. Time is of the essence—the faster you move, the more damage you can do. Look for the lift on the right just before the "T" junction.

3. This upper section is full of fiends and death knights. Lure the monsters back to the lift. The fiends can't get you as long as you're standing on the lift. This trick also tends to cause friction between the fiends and death knights. When the area is clear, head for the bridge on the right side of this section.

4. The bridge is guarded by a shambler. Strafe past the door and toss a grenade at him. He will most likely be knocked off the edge. If not, continue strafing until he's toast. As you enter the next hall, a fiend will jump at you from the left. He, too, can be lured off the edge.

5. This hall is filled with fiends. Take your time and constantly backpedal. Going too far forward will often mean facing several fiends at once. At the end of the hall, walk toward the nails on the left; the walls will come down, revealing several knights. Kill them all, then jump on the left lift to access a teleporter.

6. The teleporter places you further down the hall that you were just in. Take out the scrags before you grab the ring of shadows. This will allow you to avoid wasting valuable time since the scrags will see you before you become invisible.

> Пoтᴇ: The remaining steps of the Critical Path take you through the remainder of the level as quickly as possible. True adventurers will want to take the time to scout out the rest of the area before exiting.

7. While invisible, grab the super nailgun—it will spring a trap to your left. Since you're invisible, the fiends won't be able to see you. Grab the powerups, then sprint for the silver key.

8. With silver key in hand, grab the pentagram of protection and stand under the teleporter. Shoot a grenade straight up into the teleporter so that it lands at your feet. Stand on the grenade and jump as it explodes to propel yourself into the teleporter.

9. Grab the ring of shadows on the other side and hop down to the area below. Run straight for the exit and you won't have to deal with any of the shamblers lurking about. Beware—any monsters that you attacked earlier from above will be able to see you now.

Secrets

A. Blast the symbol above the alcove, opposite the big red window, to reveal a pentagram of protection, a box of nails, and a severely ticked-off fiend.

B. Be sure to step into this pool—it's the healing variety... very convenient, indeed, on this level.

C. This area is accessed by going under the nearby lift. Let the lift go up without you (step on and step back quickly) and go underneath. Look out for the knight and go around the corner to get the red armor. Press the floor switch to get out.

D. When you get near the nails at this dead end, the left wall slides down to reveal several knights. Ride the platform up, then jump down to a room with a quad damage powerup and a teleporter. The teleporter takes you to the stairs overlooking the chamber with the silver key.

E. You must take the teleporter in the area with the silver key to reach this location. To use the teleporter, stand under it and fire a grenade straight up so that it lands at your feet. Stand on the grenade and jump as it explodes to hurl yourself into the teleporter. When you arrive at your destination, you'll find a ring of shadows and some health.

E4M5: Hell's Atrium
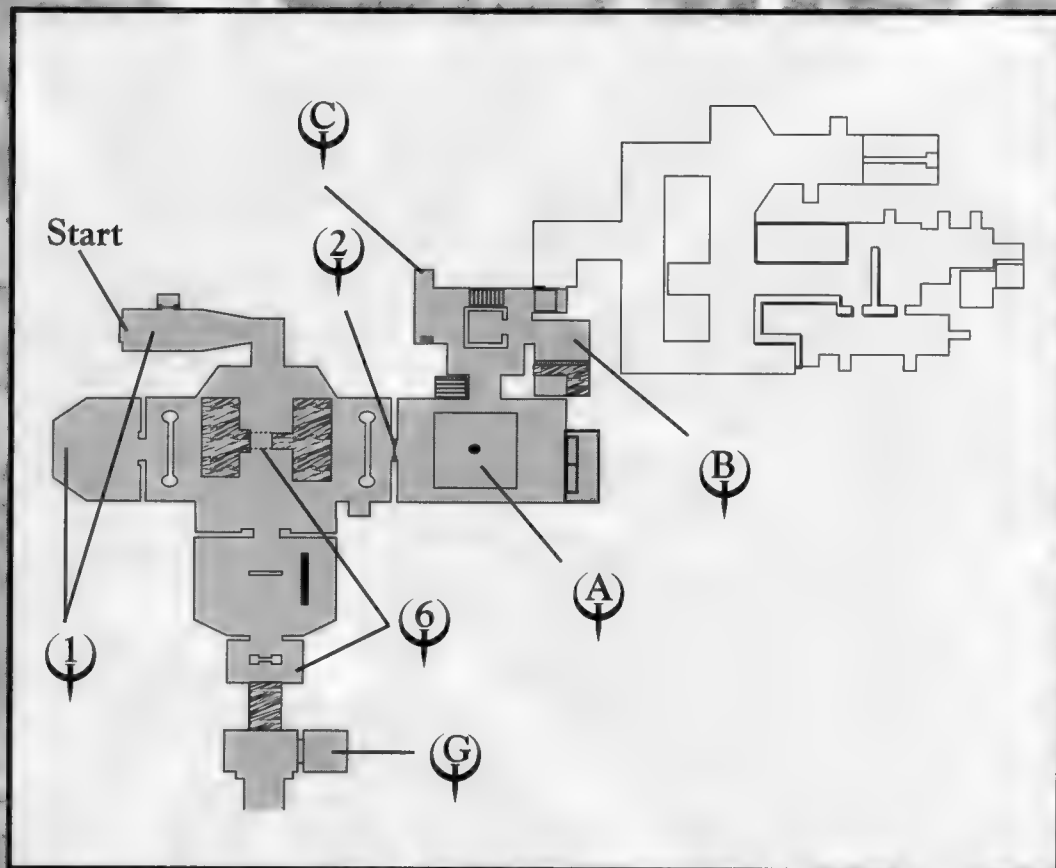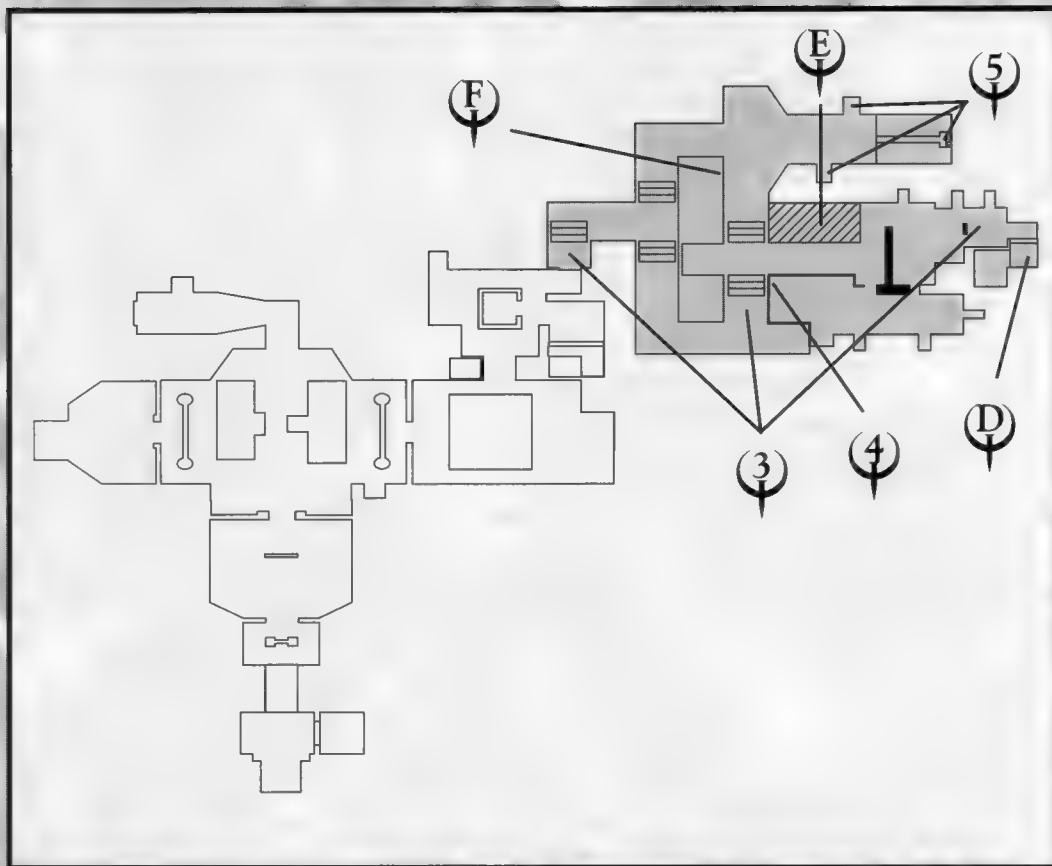
So many monsters, so little time. Hell's Atrium is packed with death knights, spawn, zombies, fiends, and the occasional vore. Grabbing powerups at the right time is key to taking on this level; you'll find yourself in monster rush hour more than once.
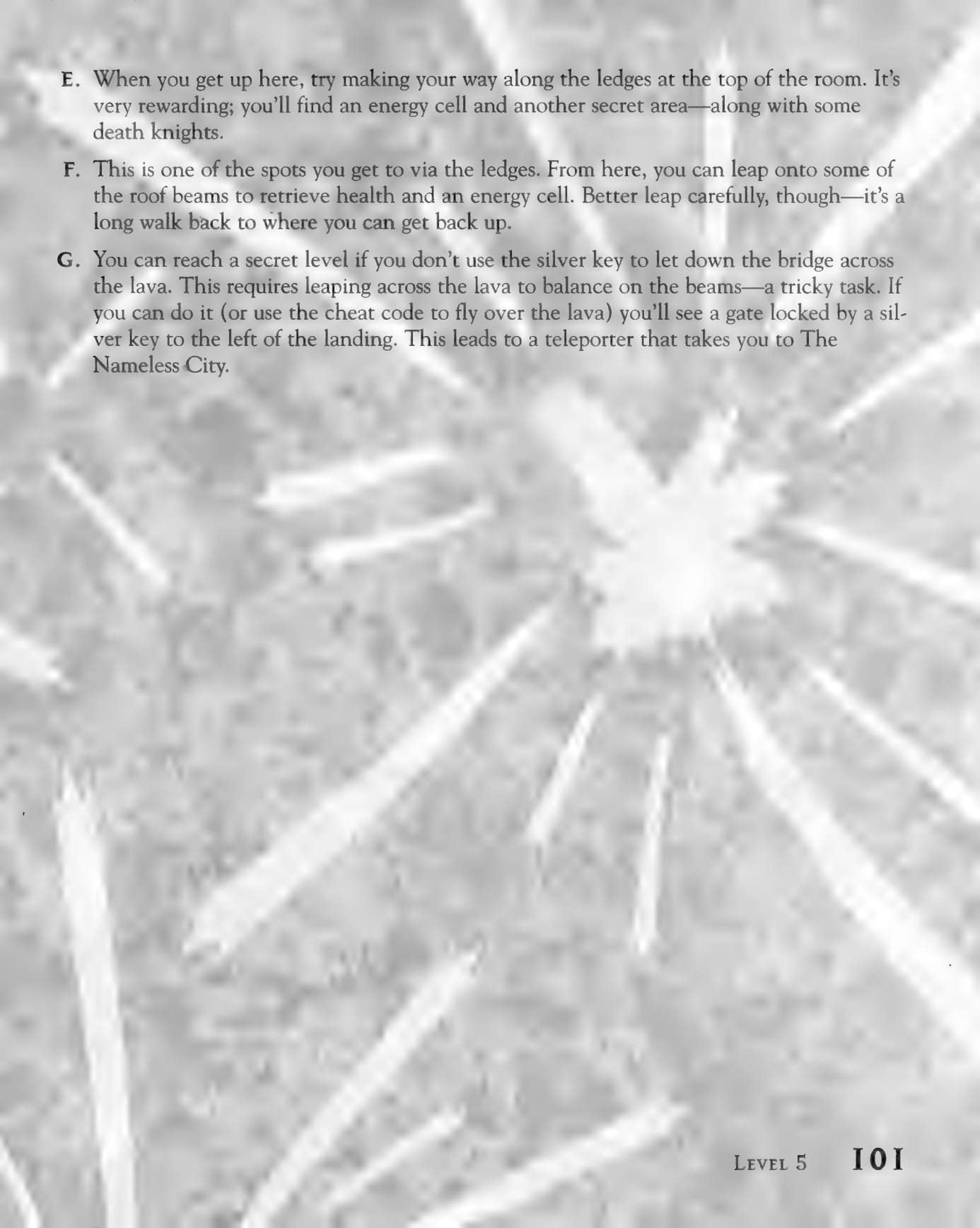
CRITICAL PATH

1. Blast the zombie with a grenade and move forward. Watch out behind you, though, because a panel slides up and lets two death knights follow you when you pass by. Go to the plaza area where steps lead down to a large pool. Go to the right and take out the zombies guarding the gold key. Watch out for spawn!

2. Gold key in hand, head for the opposite side of the plaza to open up the gold doors. Enter, then go up the stairs to the left. From the top of the stairs, go right, then take the second right. Throw the switch on the wall and drop down into the pit. Guns blazing, clear the area and move out down the ramp.

3. Head to your right as you clear the ramp, then follow the corridor around until you can make a right turn up a ramp. This whole place is crowded with zombies, fiends, and spawn, so use caution. Go up the ramp to find the room with the floor switch. Throw the switch and have all your firepower ready—this switch opens several secret panels filled with zombies and spawn.

4. After you've cleared the air a bit, you'll discover that a new passage has opened up in this area (near the ramp where you just came up). Enter that room and swing to the right, heading up the ramp to the silver key. Grab the key, then return to say hello to all those undead—ungrateful, aren't they?

5. Head down the ramp and turn right, then right again. You'll see a teleporter ahead of you. To get to it, throw the switches on the left and right walls, then walk the plank to teleport out of this area and back to the gold room.

6. Exit the gold room, go into the plaza, then head left to the one spot you haven't visited. Go up the steps and around the corner on the ledge to your right (watch out for the dart trap in the wall!), then hit the silver lock on the far wall to get across the lava pool. After crossing, enter the archway to finish the level.

SECRETS

A. Hit the switch in the middle of the room, then get on the platform that was lowered. Shoot the red switch behind you to make it possible to get over the walkway. This takes you to a secret area with a quad damage, a megahealth, several healths, and some bad guys. Watch for the crushing ceilings over the megahealth and the quad damage.

B. Go up the stairs to the left in the gold room, then bear right. Hit the switch on the floor to lower the bars. Leap through the gap and jump to the right to avoid the lava that opens up. Grab the pentagram of protection and hit the floor switch to get out. You'll still need to clean out the zombies that show up after you've done all this.

C. Go up the stairs in the gold room, then go left to find a brightly lit window. Shoot it and a vore shows up behind you from a hidden chamber—there's a ring of shadows and a box of nails in there.

D. A new chamber opens up when you press the floor switch in the stained glass window rooms. Enter there and shoot the right-hand wall; it slides up to reveal a platform that lifts you up to tangle with a death knight. Some hidden treasures lurk in the nearby pool, including a much-needed pentagram of protection.

E. When you get up here, try making your way along the ledges at the top of the room. It's very rewarding; you'll find an energy cell and another secret area—along with some death knights.

F. This is one of the spots you get to via the ledges. From here, you can leap onto some of the roof beams to retrieve health and an energy cell. Better leap carefully, though—it's a long walk back to where you can get back up.

G. You can reach a secret level if you don't use the silver key to let down the bridge across the lava. This requires leaping across the lava to balance on the beams—a tricky task. If you can do it (or use the cheat code to fly over the lava) you'll see a gate locked by a silver key to the left of the landing. This leads to a teleporter that takes you to The Nameless City.

E4M6: The Pain Maze
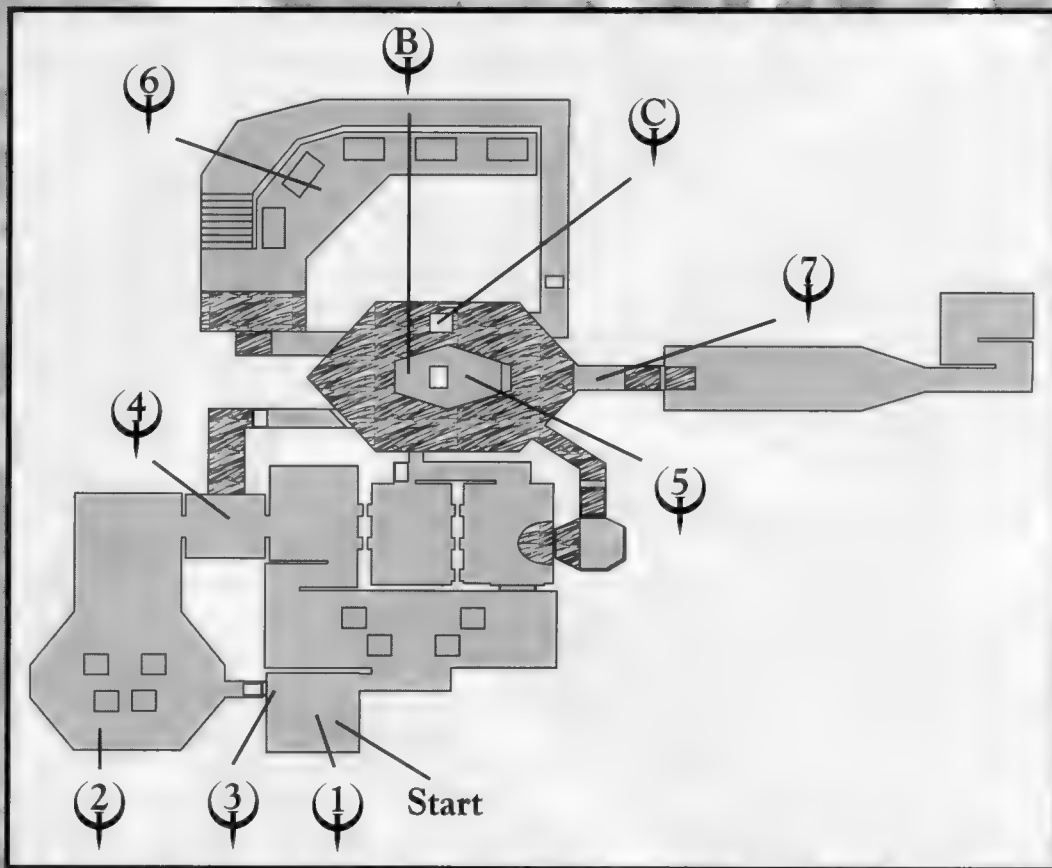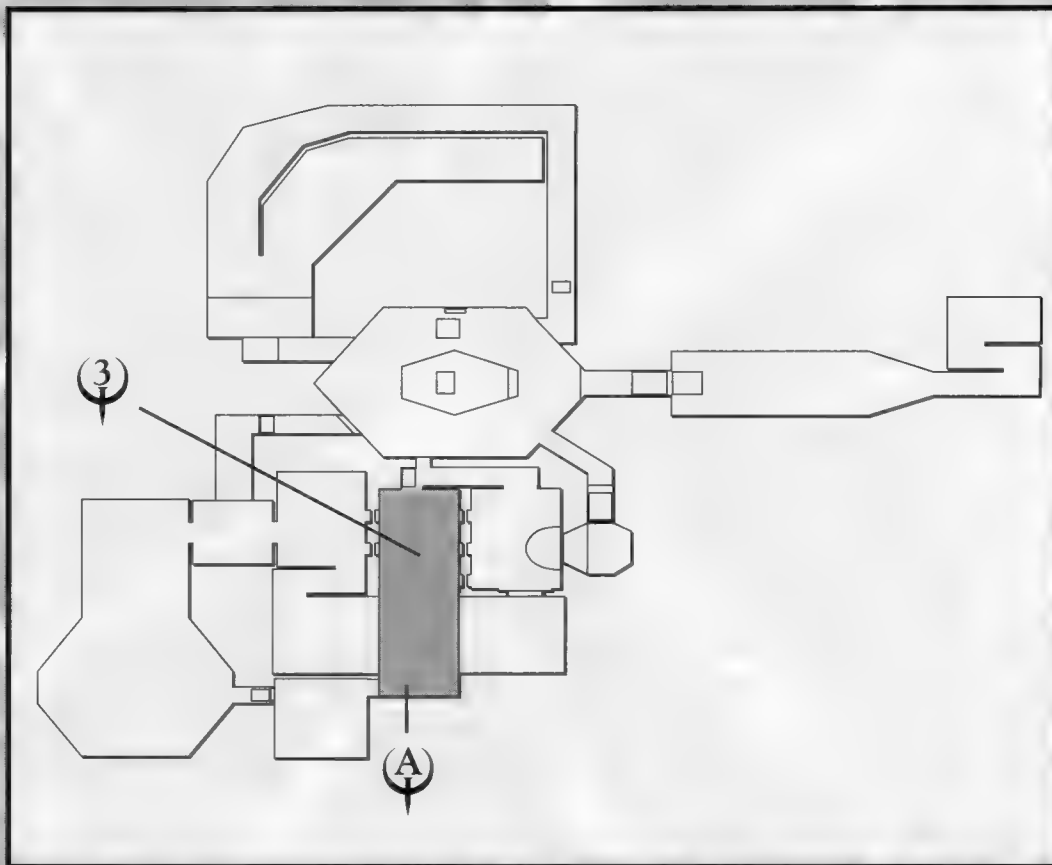
Come on in, the water's infested with rotfish! And when you get out, fiends, zombies, and death knights are eager help you enjoy your stay. If the monsters aren't enough, you can always rely on the water hazards to keep you busy. Your leaping ability comes in handy here.

Critical Path

1. Grab the quad damage and megahealth, then jump down to start blasting fiends. Press the switch on the back of the pillar to your left (it reveals a door that's mentioned in Step 3.). Go to the left-hand side of the room and follow the path to the room with the barred opening. Touch the bars and they open, letting you in.

2. A quick turn to your left as you enter this room shows that it's crawling with spawn. Blast them at a distance and watch the chain reaction. Press the four switches, one on each pillar. Get the gold key and ride the platform up.

3. You're back at the starting point again. Jump down into the room below, but this time head for the right-hand door. Open it and go through until you reach the landing with the altar. When you touch the altar, a message tells you to shoot it repeatedly. After doing so, a panel slides open in the wall behind you, revealing the silver key.

4. Leap and grab the silver key, then return to the pillar room near the beginning. When you reach that room, go to the right. This time, don't enter the barred doorway; instead, leap into the small pool. Swim forward and to the right until you reach an elevator. Ride it up to a small room with a barred opening overlooking a large pool.

5. Leap out and get to the central island in the pool, where you can ride the elevator up to the first beam level. Run around the beams collecting items and getting rid of those pesky death knights who insist on strafing you.

6. Leap to the corridor with the box of shells. Enter the pool and go up the ramp. This room is crawling with spawn, vores, and fiends. When you've cleared it, press the button on the pillar downstairs. Then head upstairs to find a newly revealed passage that leads to the upper beam level.

7. Leap to the upper beam and follow it over to where you can leap into the short corridor with a pool at the end. Get over there and swim down fast, then come up in a new room with two vores and a mess o' spawn—time to rock and roll! Shoot the altar. This opens a door, allowing you to run up the passageway to the top toward the exit.

SECRETS

A. Just to the right, after you dropped into the opening room, you can go under the platform to find a secret room. Ride the elevator up and get rid of the fiend and two death knights, then refill your ammo containers. Drop down and get more as you reap the benefits of your find.

B. From the upper beam level, make the leap to the platform in front of the teleporter to obtain the red armor. From there, leap to the rocket launcher. The teleporter takes you back to the upper beam level.

C. There's a biosuit at the bottom of the large pool. A tunnel leads from the large pool to a smaller one containing more goodies.

E4M7: Azure Agony
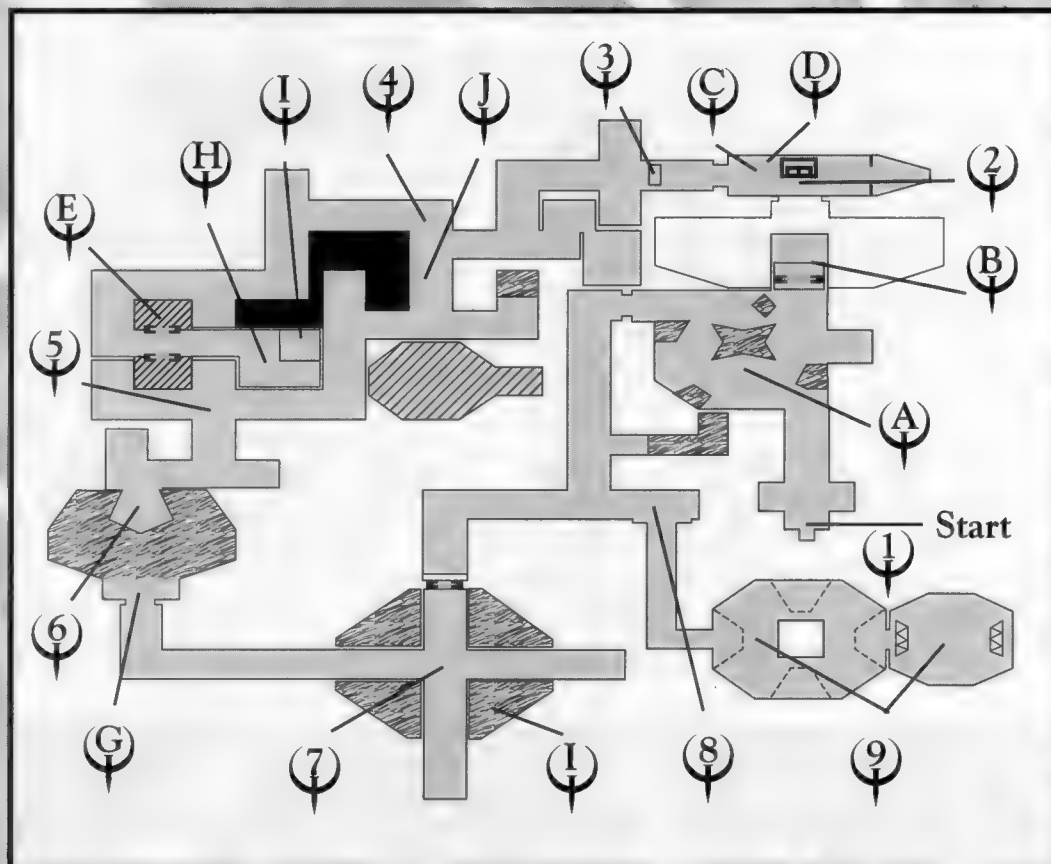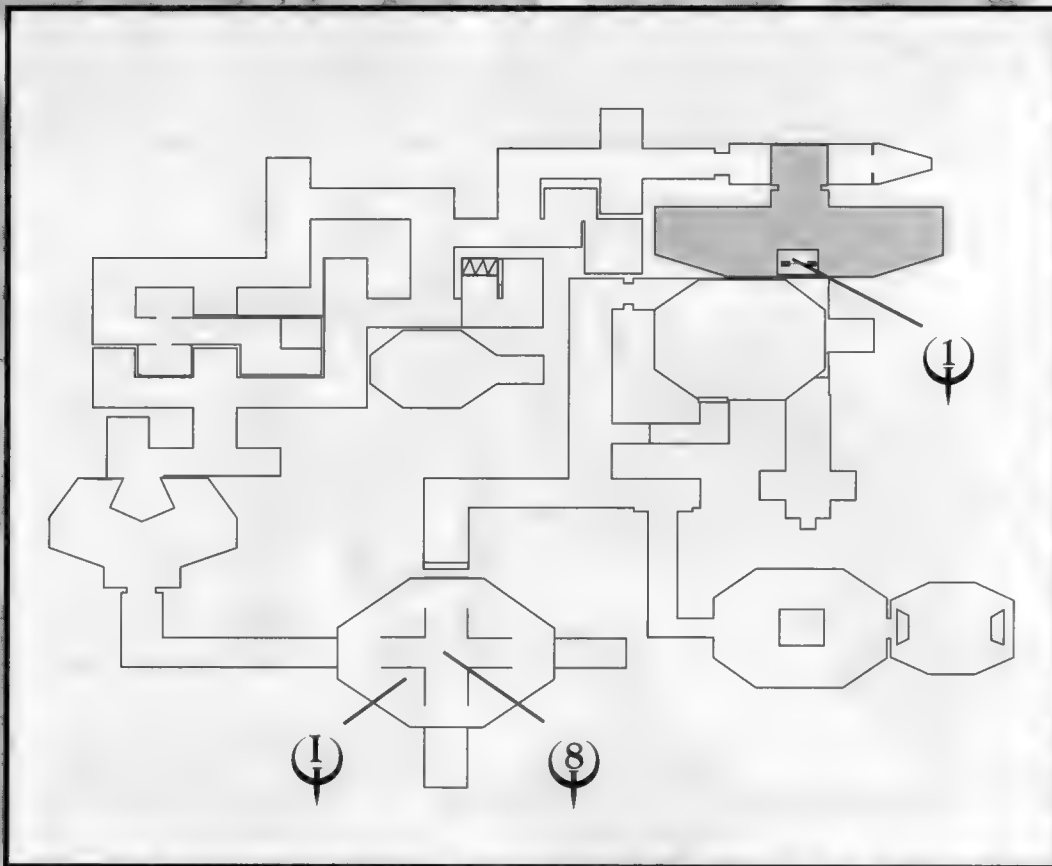
This is the final battle—your personal Armageddon. They've pulled out all the stops for this one, and you'll need every ounce of courage, determination, and ammo you possess to make it through. Good luck!

Critical Path

1. Walk forward carefully, because a shambler drops in on you unexpectedly. Toast him with a thunderbolt and head toward the righthand door, avoiding the pools. When the door opens, leap in and start fighting as you fall down the trap door to the lower level.

2. Find the two wall switches. Throw both of the switches to get out of here; you'll be able to take the elevator up. Collect the gear on both sides, but the armor side holds the door you want to take.

3. Follow the stairs down until you reach an intersection. Watch out for the machine gun trap!

4. Continue down the stairs, take a left and two rights to the biosuit. There are lots of fiends and death knights here, so use the handy ammo recharges provided. Notice how the hall is red brick? See Secret J.

5. When you pass a ring of shadows floating on an upper level to your left for second time, take the set of stairs going up to your right. (Going straight leads you back into the maze.)

6. When you reach the large set of steps overlooking the pool, blow away the death knight on the other side. Shoot the red window overhead to slide out a platform extension on the far side of the pool.

7. Leap across the pool and proceed down the corridor. Watch out for the vores as you head to the large chamber where the silver key floats in the center. Grab the key and shoot the red window overhead.

8. Jump in the pool for a refreshing dip. You'll be swarmed by rotfish and zombies, but with quad damage they shouldn't be a problem. Shoot the red window in the bottom and come on up, grabbing whatever you can while your air holds out. Head for the barred opening that is now clear. Go through the corridor and to the right down to the end, where the silver gate is on the right-hand wall.

9. Four vores on platforms await you in a large chamber; the elevator in the middle takes you up to their level. When you defeat them, hop off the elevator to the exposed platform where the rune is floating. Grab the rune, and jump down into the room with the large teleporter, where you can leave the level and complete the episode.

SECRETS

A. In the pools in the first chamber, you'll find a number of zombies and an array of health, energy cells, rockets, and nails. More zombies drop in to play, but you can handle them while you head for the switch on the floor. Press it and the bars slide open, revealing an underwater passageway to a room nearby. From here you can get to the silver gate, or find a door leading back into the first chamber.

B. Behind the first door you open in the first chamber, there are two boxes of rockets on the far side of a the trap door. You can jump there directly, but if you leap to the right side of the room, you can stand on a narrow ledge that lets you get the rockets.

C. When riding the first elevator up, the platform to your right holds health, nails, and shotgun shells. Behind the door is a dart shooter, but there's also an energy pack and a ring of shadows if you want to take a dart or two to pay for it.

D. Take the elevator back down to see where two rooms have opened up, holding a spawn and a death knight—but there's also a quad damage and a health in there.

E. As you make your way towards the stairs for the leap across the big pool, you'll walk through a brightly lit section of corridor. At the bottom of the stairs in that section, turn around and you'll see a switch on the wall under the stairs. Shoot it, and the stairs will now lead up to the higher level with the ring of shadows. You can get back to those stairs by following the path and bearing left.

F. As you pass the turn to the steps leading to the pool you must leap across, you'll find a dead end with a quad damage floating there. Grab the quad and you're dropped into a pool. You'll see a teleporter straight ahead that takes you to door where you started in this maze. Go around the corner in the green pool to find a teleporter to a secret area with red armor. Push the switch on the wall to release a pair of death knights; your reward is a box of nails and some energy.

G. Drop into the pool that you normally leap across and you'll find some rotfish, quad damage, and a health. Beneath the stairs is a switch to press, that tells you to look in the hall of red brick. On the opposite side of the pool is a teleporter back to the foot of the steps.

H. The teleporter in the pool (under the silver key chamber) takes you to a landing with a shambler; if you nail him you can drop down to the landing you saw from the maze—the one with a ring of shadows and lots of ammo.

I. The landing also has goodies behind the left wall. Strike there with your axe on both sides, and you'll find two secret storage areas with rockets hidden there.

J. Back in the hall of red brick, a new area has opened up with several spawn and a few fiends in residence. You'll also find some rockets and some energy cells.

SECRET LEVEL:
THE NAMELESS CITY
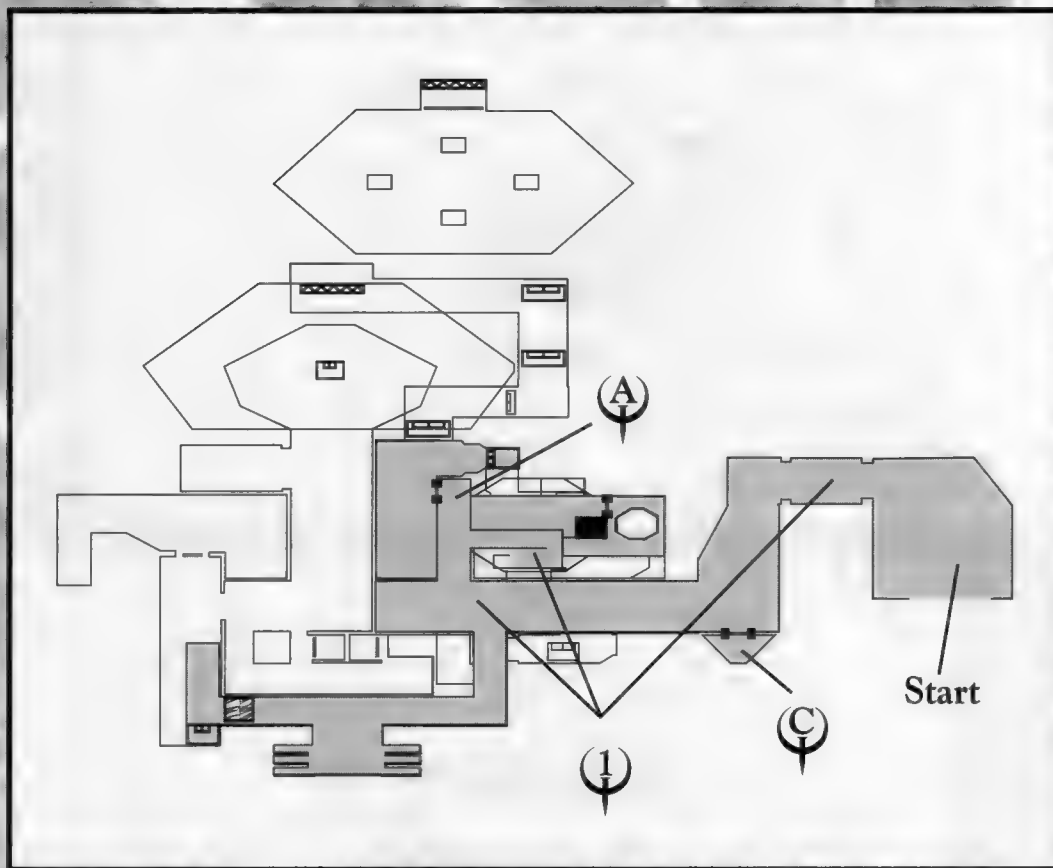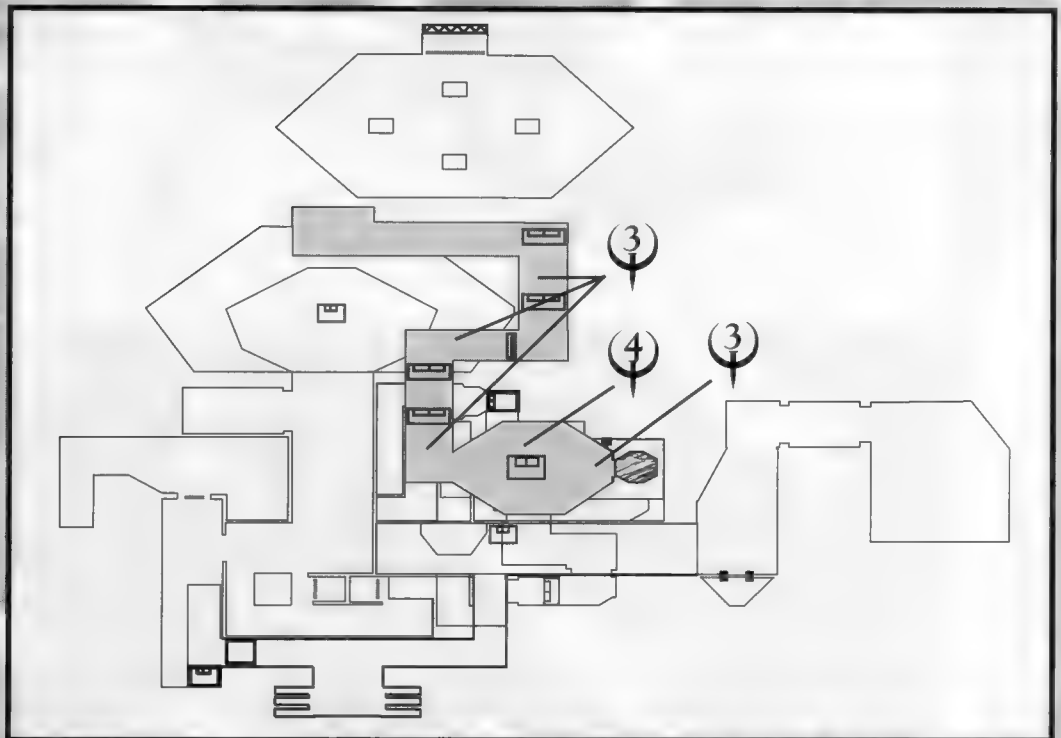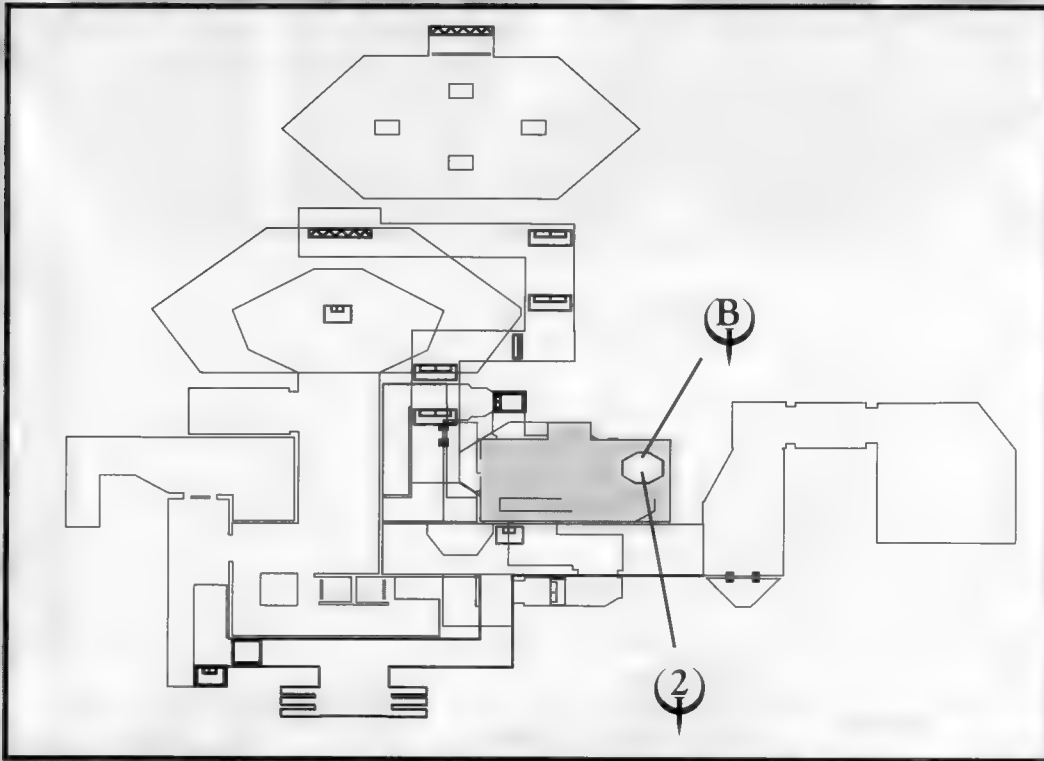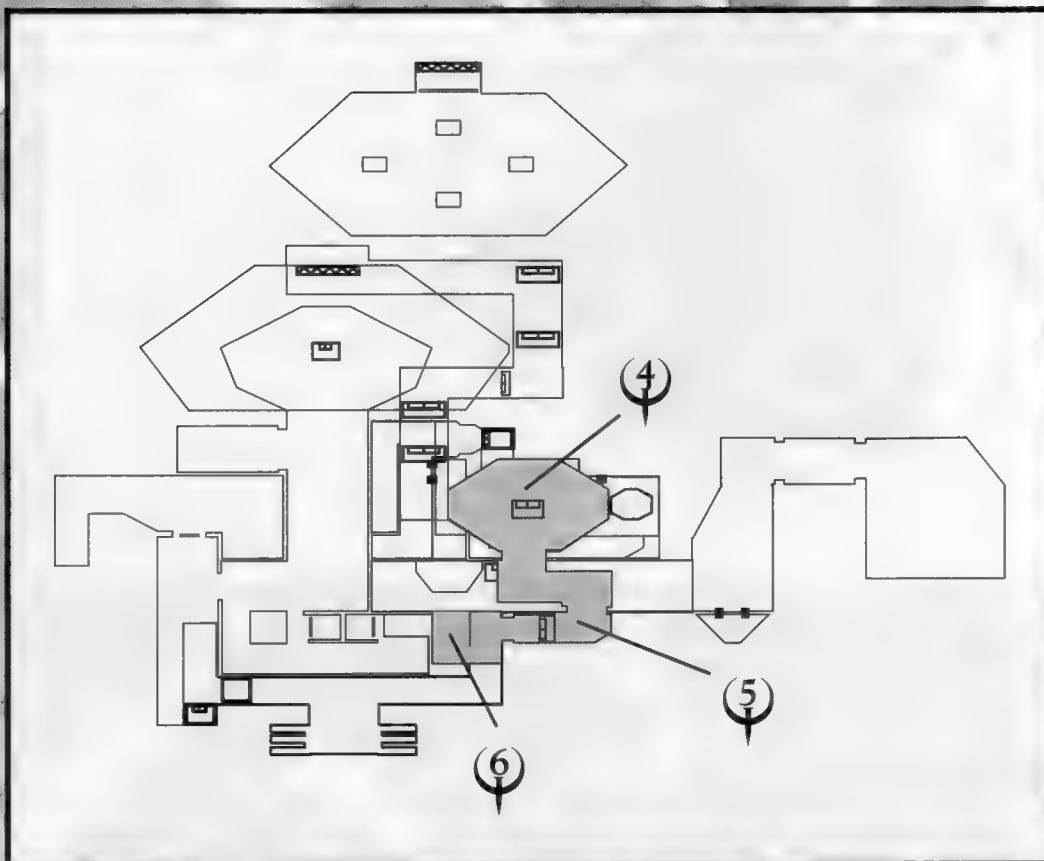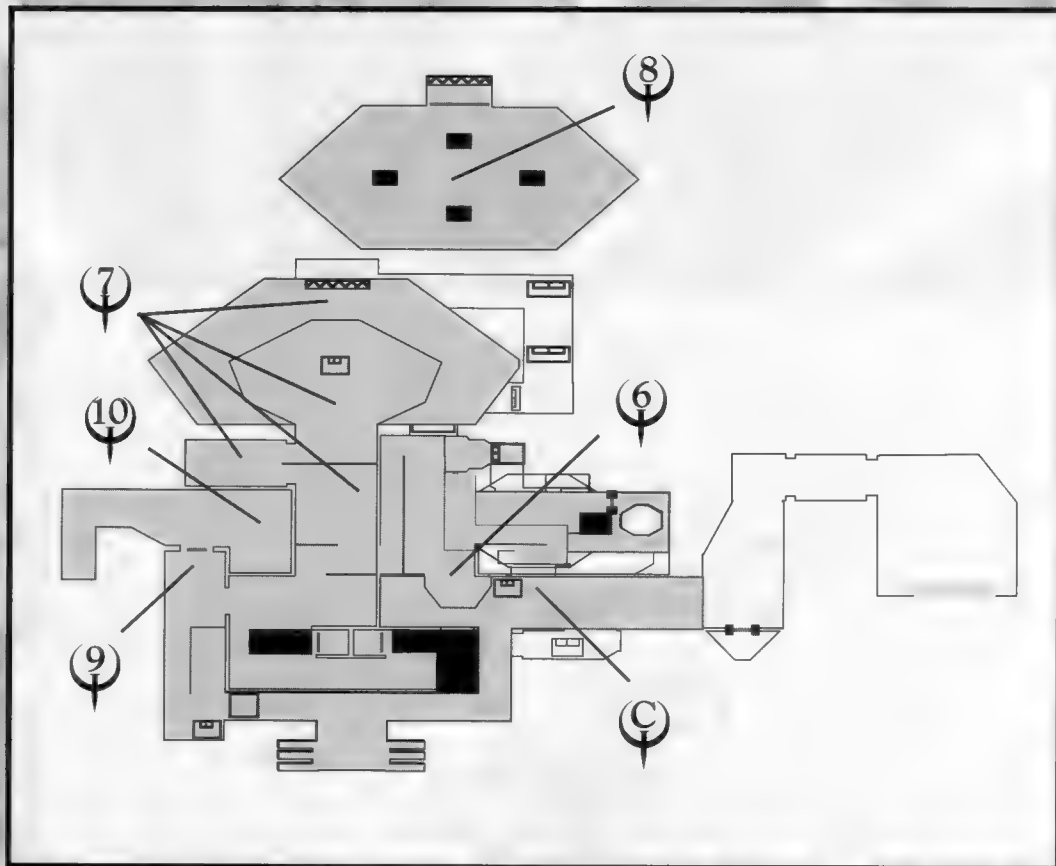
This bizarre place isn't even listed anywhere in your briefing! It's not likely to be a big tourist attraction, though, considering that it's overrun with fiends, ogres, vores, and zombies. There are a lot of buttons to push, so keep searching until you find them all.

CRITICAL PATH

1. Blow away the zombies and head up the ramp. When the area is clear of ogres and fiends, duck into the passage under the gold key platform. There are two ogres waiting in ambush for you on the next floor. Tossing up a couple of grenades will calm them down a bit. Follow the ramp up to the second story.

2. Dive into the pool below—consider grabbing the quad damage powerup hidden below (Secret **B.**). Be ready for more zombies at the bottom.

3. Swim to shore and press the switch on the wall. Ignore its effect and head up the series of elevators to the left. This won't be a problem if you're powered up. Throw the floor switch at the end, then head back down. On the way, you might want to stop in the ogre nooks for some cells.

4. Ride the lowered beam up and jump in the center cage. Throw the switch to lower yourself into darkness.

5. Shoot the switch on the wall to open the cage before you fight the zombies. Your chance of survival increases dramatically when you can move freely. Clear the corridor and call the elevator at the end of the hall.

6. Look out for the two death knights at the top of the shaft. From here, you can grab the gold key and collect your meager reward (Secret C.). Follow the hall to its end, but beware of the death knight lurking in the shadows.

7. Drop down and take the path to the right of the ogre's platform. Watch out for the dart trap! This leads to a courtyard full of evil beasts. Run for the platform in the center and jump to the high ledge. Take out the vore and his friends, but don't use the quad damage powerup. When the area is clear, grab the quad damage and run through the teleporter with your thunderbolt in hand.

8. Eliminate the fiends right away, then aim the thunderbolt just above the altar in the center and fire non-stop. Several fiends and a shambler will drop in, but the thunderbolt with quad damage will roast them before their grimy claws can touch the ground. Grab the silver key and jump in the teleporter.

9. Race for the silver door and look out for those vores.

10. You may want to grab the 200% health (Secret D.) before you turn the corner. A vore is the only thing standing between you and the exit, but there's not much room to maneuver. Run up the ramp and out the door. Don't forget to write!

SECRETS

A. Jump from the second story to hit the switch located high up on the opposite wall. That switch opens up a corridor to the right. Follow the new corridor to the elevator at the end. You'll find a chamber occupied by a shambler and a quad damage; leap down to collect some red armor. (You can use the explosives to boost yourself up to the platform and save some time.)

B. Run off the top edge of the hole so that you land on the ledge below. There's a hidden room in the corner; just smack the wall where the texture doesn't match to get in. Line up with the hole so that you can see the nook near the bottom. Drop a couple of rockets in to kill the waiting ogre before you leap in. Run off the edge and push into the wall. You're rewarded with a quad damage powerup and some other goodies.

C. Grab the gold key from the ogre's platform and use it on the gold door. There's not much here, but you can throw a switch to activate the lift next to the ogre's platform.

D. Drop through the small hole in the bars above this secret alcove to collect a 200% health box.

Shub-Niggurath:
The Final Showdown
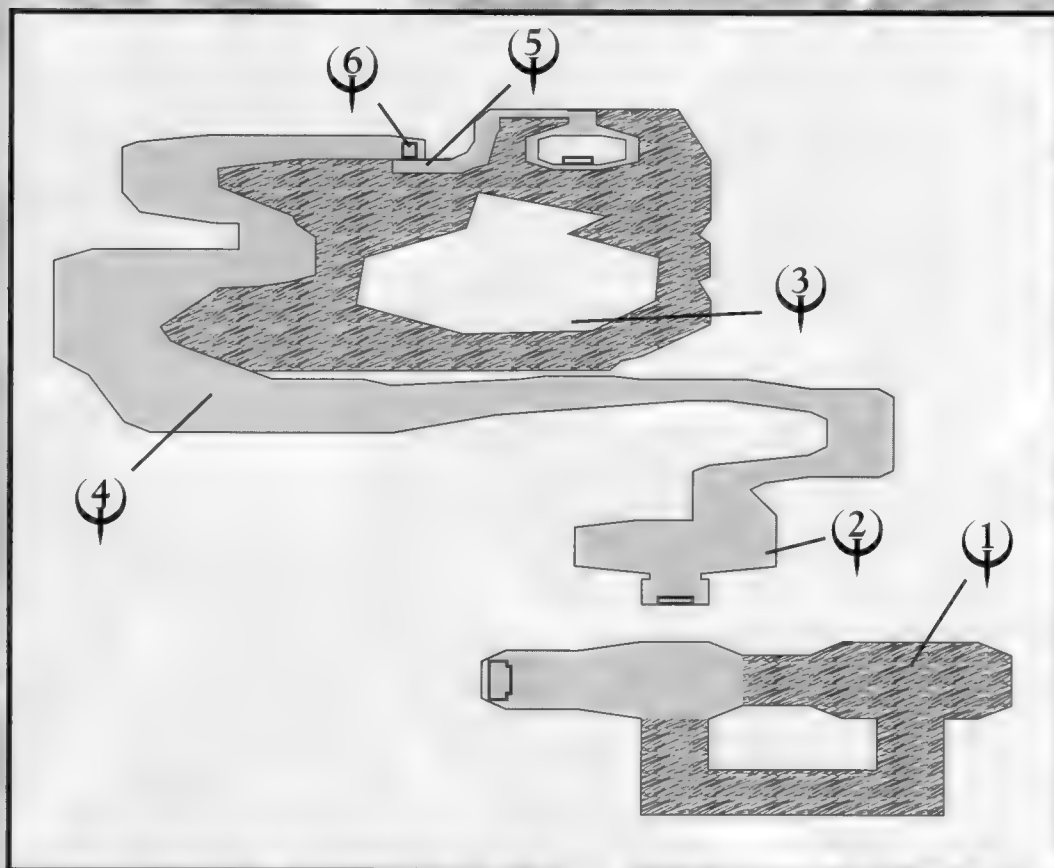
This is what it's all about: You're trapped in a tiny level with a huge beastie. You'll have to move fast and shoot straight to conquer Shub-Niggurath and her guards.

1. When you hit the water, shoot the nearby fishies and grab some air.

2. Swim through the tunnel and try to keep moving. You won't get another chance for air until you reach the opposite side. Make it to the other side and you're free to move on through the fire portal. Don't forget that lightning gun!

3. Ahhh! It's a small weapons chache—convienient for a marine who forgot his weapons. At the end of this hall you'll get your first glimpse of Shub-Niggurath and her pet shambler.

4. Kill the shambler on Shub's platform to open the wall to the left of the door. Dash back around the corner to catch your breath, and dodge another shambler.

5. Now comes the fun part! Make a mad dash down this hall, grabbing health as you go. Don't bother trying to kill the monsters, but feel free to put a few holes in them as you go. At the top is a teleporter. The flying ball is the teleporter's target. Jump in if you reach the top as the ball enters Shub. If not, step off the edge, to the right of the teleporter. Watch your step—there's not much to land on down there.

6. Follow this ledge to a quad damage powerup and hop through the teleporter. This one takes you back to the previous teleporter. With quad damage on the lightning gun, you can easily lay waste to the gobs of ghouls.

7. Peace at last. "It's just you and me now, Shubikins." Stand by the teleporter and wait for the orb to enter Shub-Niggurath. Teleport inside her and watch as our hero hacks his way out of Shub's massive form. Congratulations.

4

THE QUAKE CONSOLE

Quake is full of innovations: real-time source lighting, full 3-D levels, a client-server multi-player engine, and the Quake Console.

This chapter covers the Console in-depth, showing you what it is, why it exists, and what you can do with it.

> **Note:** The Console can be intimidating and is not for everyone. However, with a little practice it becomes easier to use. Although it's impossible to destroy the game with the Console, you can crash Quake quite easily. In short, be careful when experimenting.

WHAT IS THE QUAKE CONSOLE?

The Quake Console is a command interface into the engine behind the game. Using the Console you can change the current level, get debugging information, control your player, create movement macros, and more.

> **Note:** For a full list of known commands, see the section "The Console Commands" at the end of this chapter.

ENVIRONMENT VS. PROGRAM

Instead of thinking of Quake as a program, you should think of it as an environment, or even an operating system. There are many options that can be tweaked to change the way the environment works—in other words, how Quake plays.

The pieces of Quake you normally see—the game screen, the menus, etc.—are all layered on top of the Quake engine. The Console is a simple command tool for interfacing with the engine.

When you load up Quake, you see the Console for a few seconds while the game configures itself and loads the demos. A lot of seemingly complex jargon scrolls across the screen, and then the demos run and the game begins.

To access the Console at any time while Quake is running, press the tilde key ("~"). A window will drop down from the top of the screen, displaying the Console's simple interface. You may see a few lines of previously displayed messages and a status message or two. At the bottom of this window, the Console patiently waits for your input with a simple "]" prompt. It's here that you type Console commands and view the output from their results.

To close the Console, press ("~") again and you will return to the main game screen.

A Simple Analogy—DOS vs. Windows

Most of the important options in Quake can be controlled from within the game's menus. Press Esc and the menu dutifully pops up, allowing you to customize the environment and control the game.

However, you can also change these options by opening up the Console and typing a few Console commands.

The difference between these two options is like the difference between DOS and Windows. DOS is a simple command-line interface, while Windows is a menu-driven, graphical interface. To run programs or change options in DOS, you type out commands—just like the Console. To run programs or change options in Windows, you navigate menus and choose options—much like Quake's menus.

> **Note:** This analogy fails when you compare what you can do with the Console with what you can do with the menus. DOS generally doesn't allow you to do anything more than you can do in Windows. However, Quake's Console allows you to change and customize quite a bit more than the menus do. Read on!

Capabilities of the Console

The full capabilities of the Quake Console are shrouded in mystery. As of this writing, id Software has not released a full list of commands, their syntax, and intended usage. However, several users have delved into the code and come out with a lengthy list of commands and some explanation of how they might be used.

> **Note:** In this chapter "the player" refers to the character on-screen, not to you, the person playing the game.

Here's a partial list of what the Console can do:

- Control the player through "action" commands, just like the mouse or keyboard.
- Change the player's behavior by modifying how fast he/she moves, how far he/she can jump, see, etc.
- Change the environment—amount of gravity, friction, light, etc.
- Set and change options for multiplayer games, including frag counts, level time limits, etc.
- Allow the player to cheat by flying, entering god mode, getting all the weapons, etc.
- Display debugging information like the speed of the server, current frame rate, status of the communications port or network, and more.

Usіпg тнe Coпsole

To use the Console you must open its interface with the tilde key, type in a command or commands it recognizes, and press Enter to execute them. For example, to quit the game you'd follow these steps:

1. Press tilde "~" to open the Console.
2. At the "]" prompt type "quit".
3. Press Enter.

Besides typing commands directly into the Console, you can put a list of commands in a text file on disk and run them all with one command. For example, suppose you wanted to set all the options for a multiplayer game and then start your machine as a server. You could type all the various commands at the Console every time you needed to. A better option is to create a text file with each command on a different line and store it in the ID1 subdirectory under the Quake directory. Then, from the Console you can use the EXEC command to execute the file. The Console will then run each command in turn.

In the example above, you'd type each command into a file named STARTSV.CFG and save it in the ID1 directory. Then, in Quake, you would type "EXEC STARTSV.CFG" to configure and run your server.

> **Поте:** Any text editor can be used to create these text files, like Window's Notepad or DOS' EDIT. These files *must* be saved in the ID1 directory. Although a CFG file extension is recommended, you can name your files anything you like—just be sure to use the full file name with the EXEC command.

See "Using EXEC and CFG Files" later in this chapter for more information on CFG files and EXEC.

> **Tip:** When Quake loads, it executes the file CONFIG.CFG in the ID1 directory. This file contains all the setup information for Quake, including what keystrokes do what, the player's multiplayer name, etc. You can edit this file directly, but do so at your own risk. (Be sure to save a backup copy just in case!)

Types of Commands

There are several types of Console commands you can use—the way you use each command depends on its type. For example, to clear the Console screen you simply type "clear" and press Enter.

However, to change weapons you need to give the "impulse" command and the number of the weapon to change to. For instance, to change to the double-barreled shotgun you would type "impulse 3" and press Enter.

There are essentially five types of commands, as follows.

Action Commands

Action commands are generally prefixed with a + or - and cause the player to move, jump, swim, etc. The "+" command initiates an action and the "-" command cancels it.

For example, if you enter "+attack" at the Console prompt, the player will fire the active weapon and keep firing until you use "-attack".

Some sample action commands include:

Command	Action
attack	Player fires current weapon.
jump	Player jumps.
forward	Player moves forward.
back	Player moves backward.
left	Player turns left. If strafe is active, Player strafes left.
right	Player turns right. If strafe is active, Player strafes right.
speed	Player moves quickly (runs).

> **Note:** All the above commands have an "on" command (+) and an "off" command (-). For example, "+speed" activates running and "-speed" deactivates it.

Variable Commands

Variable commands display a current setting or set a current setting.

For example, to change the forward speed of a player you would use "cl_forwardspeed #", where "#" is the speed you wanted the player to move.

The other use of these commands is to view the current value of the setting they affect. If you use a Variable command without a parameter, the Console will display the current value of that variable.

> **Note:** Programmers will recognize the use of variable commands to be similar to setting a variable in a program, sans the "=" sign. As a matter of fact, the Console seems to use the name of the command as the variable name that is being set to the specified value.

Some variable commands include:

Command	Use
cl_forwardspeed	Displays/changes player's normal forward speed.
name	Displays/changes player's name for multiplayer games.
m_forward	Displays/changes the amount of forward movement caused by mouse movement.
fov	Displays/changes the current field of view of the player.

Variable Toggle Commands

Toggles are variables that have one of two possible values: on or off. If you set the variable to 0 it's off; if you set it to 1 it's on.

For example, the value of the "teamplay" variable determines whether like-colored players are teams in Deathmatch games. If you use "teamplay 1" (set teamplay on), like-colored players will be teams.

Some sample variable toggles include:

Toggle	Effect
developer	Choose to display (1) or hide (0) developer messages.
load8bit	Choose whether sounds are loaded as 8-bit (1) or 16-bit samples (0).
r_drawviewmodel	Choose whether the current weapon is displayed in front of player (1) or not (0).

Command Toggles

Not all toggles are variables. Some states (like flying or god mode) are "toggled" on and off by using a command. For the sake of this chapter, we will refer to these as command toggles.

Command toggles are like normal toggles, but they use a single command (not a value) to turn the state, feature, or action on or off. For example, to enter god mode you would use "god" at the Console (turning the mode on). To exit god mode you would again use "god" (turning the mode off).

Some sample command toggles include:

Command Toggle	Effect
noclip	Choose whether the player can walk through walls or not.
fly	Choose whether the player is flying or not.
god	Choose whether the player is in god mode or not.

Execution Commands

Execution commands don't fit into any of the above categories. These are key words that don't take on a value but may change another value, activate a feature, etc. Sample execution commands include echo, color, com1, and clear.

For example, typing "clear" and pressing Enter will clear the Console window.

Some other examples of execution commands include:

Command	Effect
color # #	Change color of player's shirt and pants. Using command without parameters will display the current numeric values.
cd on	Turn on CD background sound.
cd off	Turn off CD background sound.
cd play #	Change currently playing track to number (#) specified.
map mapname	Load specified map (mapname) and restart game.

Special Console Keystrokes

There are several keystrokes that have special features in the Console. These are described in the sections below.

Up Arrow

The Console keeps a command history in memory. You can use the up arrow key to scroll backwards through the commands that have been used. For example, pressing this key once displays the previous command executed at the Console. Pressing the up arrow key again displays the command before the previous command, and so on. This is useful when you're using a command multiple times or you want to avoid typing a lengthy command again.

Down Arrow

This key displays the next command in the command history (see the discussion of up arrow). This key only works if you have previously pressed the up arrow to display a previously used command.

Tab

Pressing Tab causes the Console to attempt to map what has been typed with a valid command. For example, typing "cle" followed by Tab displays "CLEAR" at the Console. This can be used to shorten your typing time—type enough of the command to make it unique, and then press Tab instead of typing the rest.

> **Tip:** Tab is also a great key to use when you're searching for other valid Console commands…

Page Up/Page Dn

Some commands display too much data for the small Console window and the excess data scrolls off the top of the window. Use Page Up and Page Dn to scroll the Console window to see the rest of the data.

The Most Important Commands—Alias and Bind

If you only learn two Console commands, make them ALIAS and BIND.

Alias

The ALIAS command allows you to define a new command that can be used to run an existing command or list of commands. It's more useful in the latter case. For example, instead of

typing in three or four commands to configure your server, you could first define an ALIAS like:

```
ALIAS srvset "fragcount 8;teamplay 1;timelimit 10;systicrate .1"
```

Thereafter you can just type "srvset" to run all the commands.

Notice in the example above that the commands are enclosed in quotation marks and separated by semicolons. The quotes are necessary if the command list includes any spaces or punctuation. The semicolons are necessary to separate commands.

Also, if you use action keys in the ALIAS, remember to turn them off at the end of the list if necessary. For example, putting "+attack" without "-attack" in an alias would cause that alias to initiate a never-ending attack (the player would continue to fire until he/she was out of ammo or got an -attack cue).

BIND

The BIND command allows you to define (or redefine) the functions of the keys on the keyboard or buttons on the mouse. For example, to set the "G" key to fire weapons, you would use:

```
BIND g +attack
```

Thereafter you could press "G" to fire the current weapon (although you could still use Ctrl, the default).

Like ALIAS, you can bind a key to a list of commands instead of just a single one. For example, if you wanted "G" to switch to the rocket launcher and fire a single round, you could use:

> Note: You can bind a key to an alias, which is the beginning of the real power behind BIND and ALIAS. See the next section for details.

```
BIND G "IMPULSE 7;+ATTACK;WAIT;-ATTACK"
```

Unlike ALIAS, BIND will automatically turn off an action command if that command is the first in the list. Notice in our first attack example there's no "-attack" command, yet the "G" key only fires once. This is because of the explicit "-" the BIND key executes on the first command (which is +attack). If you use more than one command, or place the action command later in the list (as in our second example), then you must include appropriate "-" commands too.

Using BIND and ALIAS Together

The real power of these commands comes when you use them together. Use ALIAS to define a new command (like the "switch to rocket and fire" in the last section) and then BIND it to the keystroke you want to use to activate it.

For example, using the last attack example, you could issue the following two commands:

```
ALIAS ONEROCKET "IMPULSE 7;+ATTACK;WAIT;-ATTACK"
BIND G ONEROCKET
```

Although it requires one additional command to do what BIND could have done by itself, this method offers two distinct advantages:

- ALIAS is more robust when combining commands.

- The ALIAS can be used in other ALIAS and BIND commands, taking a simple command and expanding it into a larger one.

> **Note:** The ALIAS and BIND commands are somewhat finicky and may require a lot of troubleshooting before you get them to work the way you want. Check out the examples in the TECHINFO.TXT file in the Quake directory and look for samples from other players online.

Using EXEC and CFG Files

In no time at all you'll be creating your own list of ALIAS and BIND commands, as well as preferred setting commands. However, entering all those commands every time you play can get pretty tedious. Thankfully, there's an easier way.

The EXEC command can be used to load and execute a text file that contains Quake commands. This file can be created with any text editor, and it's saved to the ID1 subdirectory of the Quake directory.

Each file should have commands on separate lines and be saved with a legal DOS filename and a CFG extension. Then the commands in the file can be executed by one EXEC command. For example, if you had a handful of attack ALIAS and BIND commands saved in a file named ATTACK.CFG, you could execute them by using:

```
EXEC ATTACK.CFG
```

In fact, if you made a lot of different files for different purposes, you could load several by creating a CFG file with nothing but EXECs. For example, to load and execute the ATTACK, DEFENSE, and SWIM CFG files, you could create a file like this:

```
EXEC ATTACK.CFG
EXEC DEFENSE.CFG
EXEC SWIM.CFG
```

Call it DTHMATCH.CFG and execute everything with one simple EXEC:

```
EXEC DTHMATCH.CFG
```

> **Note:** Many of the ALIAS and BIND commands work better when used from a CFG file instead of the Console command line. If you're having trouble with a particular command, try it in a CFG file before giving up.

Console Cheat Codes

There are a handful of Console cheat codes:

Command	Effect
fly	Causes the player to ignore gravity and friction. Use moveup or jump keys to get airborne.
give	Gives the player items. Use the following parameters:
	S #—# of shotgun shells
	N #—# of nails
	R #—# of rockets
	C #—# of cells
	H #—# of health points
	#—weapon number #
god	Activates/deactivates god mode (player cannot be hurt).
impulse 9	Gives player all weapons.
impulse 11	Gives player next rune.
impulse 255	Activates quad damage mode.
noclip	Toggles player's ability to walk through walls.
notarget	Toggles whether monsters see player as threat. When active, monsters will not attack until provoked.

Tip: Use the following method to walk outside the map and see the entire level:

Open the Console.

Type "noclip" and press Enter.

Close the Console.

Look down at the ground and press D to rise up in the air and through the current room's ceiling.

Use normal movement keys to wander around "null space" examining the level.

Use the Console NOCLIP command to return to normal play.

The Console Commands

This section lists all the known and verified Console commands (more than 240!) as of this writing.

Each command's type is indicated by a letter or two inside parenthesis after its listing, as follows:

Action	(a)
Variable	(v)
Variable Toggle	(t)
Command Toggle	(ct)
Execution	(e)

This should help in determining how and where to use each command.
(See "Types of Commands" earlier in this chapter.)

Note: Space constraints prohibit the listing of each command's syntax and usage. However, the complete list with details can be found on Brady's World Wide Web site. Check out http://www.mcp.com/brady/quake for more details.

Note: Use these commands at your own risk. The full scope and effect of most of these commands are unknown. Although it's impossible to destroy the game using these commands, you could make it inoperable, causing you to have to reinstall it from the original disks. Also, changing some of the variables can cause a client to crash out of a multiplayer game.

Some of the video commands could conceivably do harm to your video card and monitor if used improperly.

_CL_COLOR (v)

_CL_NAME

_config_com_baud (v)

_config_com_irq (v)

_config_com_modem (v)

_config_com_port (v)

_config_modem_clear (v)

_config_modem_dialtype (v)

_config_modem_hangup (v)

_config_modem_init (v)

_VID_DEFAULT_MODE (v)

_VID_WAIT_OVERRIDE

ALIAS

AMBIENT_FADE (v)

AMBIENT_LEVEL (v)

ATTACK+ (a)

BACK+ (a)

BEGIN (?)

BF (e)

BGMBUFFER (v)

BGMVOLUME (v)

BIND (e)

CD (e)

CENTERVIEW (e)

CHANGELEVEL (e)

CL_ANGLESPEEDKEY (v)

CL_BACKSPEED (v)

CL_BOB (v)

CL_BOBCYCLE (v)

CL_BOBUP (v)

CL_FORWARDSPEED (v)

CL_MOVESPEEDKEY (v)

CL_NOLERP (t)

CL_PITCHSPEED (v)

CL_ROLLANGLE (v)

CL_ROLLSPEED (v)

CL_SHOWNET (t)

CL_SIDESPEED (v)

CL_UPSPEED (v)

CL_YAWSPEED (v)

CLEAR (e)

CMD (e)

COLOR (e)

COMx (e)

CON_NOTIFYTIME (v)

CONNECT (e)

COOP (t)

CROSSHAIR (t)

D_MIPCAP (v)

D_MIPSCALE (v)

D_SUBDIV16 (t)

DEMOS (e)

DEVELOPER (t)

DISCONNECT (e)

ECHO (e)

EDGEFRICTION (v)

EDICT (e)

EDICTCOUNT (e)

EDICTS (e)

ENTITIES (e)

EXEC (e)

FLUSH (e)

FLY (ct)

FORWARD+ (a)

FOV (v)

FRAGLIMIT (v)

GAMMA (v)

GIVE (e)

GOD (ct)

HELP (e)

HOST_FRAMERATE (v)

HOST_SPEEDS (t)

HOSTNAME (v)

IMPULSE (e)

JOYBUTTONS (v)

JOYSTICK (t)

JUMP+ (a)

KILL (e)
KLOOK+ (a)
LEFT+ (a)
RIGHT+ (a)
LISTEN (t)
LOAD (e)
LOADAS8BIT (t)
LOOKDOWN+ (a)
LOOKUP+ (a)
LOOKSPRING (v)
LOOKSTRAFE (v)
MAP (e)
MENU_KEYS (e)
MENU_LOAD (e)
MENU_MAIN (e)
MENU_MULTIPLAYER (e)
MENU_OPTIONS (e)
MENU_QUIT (e)
MENU_SAVE (e)
MENU_SINGLEPLAYER (e)
MENU_VIDEO (e)
MAXPLAYERS (e)
MESSAGEMODE (e)
MESSAGEMODE2 (e)
MLOOK+ (a)
MOVEDOWN+ (a)
MOVELEFT+ (a)

MOVERIGHT+ (a)

MOVEUP+ (a)

M_FORWARD (v)

M_PITCH (v)

M_SIDE (v)

M_YAW (v)

NAME (v)

NET_MESSAGETIMEOUT (v)

NET_STATS (e)

NOCLIP (ct)

NOISETRACK (e)

NOSOUND (t)

NOTARGET (ct)

PATH (e)

PAUSABLE (t)

PAUSE (ct)

PING (e)

PLAY (e)

PLAYVOL (e)

PLAYDEMO (e)

POINTFILE (?)

PRECACHE (t)

PROFILE (e)

PRESPAWN (?)

QUIT (e)

R_ALIASTRANSADJ (v)

R_ALIASTRANSBASE (v)

R_AMBIENT (v)

R_CLEARCOLOR (v)

R_DRAWENTITIES (t)

R_DRAWFLAT (t)

R_DRAWORDER (t)

R_DRAWVIEWMODEL (t)

R_DSPEEDS (t)

R_FULLBRIGHT (t)

R_GRAPHHEIGHT (v)

R_MAXEDGES (v)

R_MAXSURFS (v)

R_NUMEDGES (t)

R_NUMSURFS (t)

R_POLYMODELSTATS (t)

R_REPORTEDGEOUT (t)

R_REPORTSURFOUT (t)

R_SPEEDS (t)

R_TIMEGRAPH (t)

R_WATERWARP (t)

RECONNECT (e)

RECORD (e)

REGISTERED (t)

RESPAWN (?)

RESTART (e)

SAMELEVEL (t)

SAVE (e)

SAY (e)

SAY_TEAM (e)

SBINFO (e)

SCR_CONSPEED (v)

SCR_OFSX (v)

SCR_OFSY (v)

SCR_OFSZ (v)

SCREENSHOT (e)

SENSITIVITY (v)

SERVERPROFILE (t)

SHOWPAUSE (t)

SHOWRAM   (t)

SHOWSCORES+ (a)

SHOWTURTLE (t)

SIZEDOWN (e)

SIZEUP (e)

SKILL (v)

SLIST (e)

SND_NOEXTRAUPDATE (t)

SOUNDINFO (e)

SOUNDLIST (e)

SPAWN (e)

SPEED+ (a)

STARTDEMOS (e)

STOPDEMO (e)

STATUS (e)

STOP (e)

STOPSOUND (e)

STRAFE+ (a)

STUFFCMDS (e)

SV_ACCELERATE (v)

SV_AIM (v)

SV_FRICTION (v)

SV_GRAVITY (v)

SV_IDEALPITCHSCALE (v)

SV_MAXSPEED (v)

SV_MAXVELOCITY (v)

SV_NOSTEP (v)

SV_STOPSPEED (v)

SYS_TICRATE (v)

TEAMPLAY (t)

TELL (e)

TEMP1 (v)

TEST (?)

TEST2 (?)

TIMELIMIT (v)

TIMEREFRESH (e)

TOGGLECONSOLE (ct)

TOGGLEMENU (ct)

UNBIND (e)

UNBINDALL (e)

USE+ (a)

V_CENTERMOVE (v)

V_CENTERSPEED (v)

V_CSHIFT (e)

V_IDLESCALE (v)

V_IPITCH_CYCLE (v)

V_IPITCH_LEVEL (v)

V_IROLL_CYCLE (v)

V_IROLL_LEVEL (v)

V_IYAW_CYCLE (v)

V_IYAW_LEVEL (v)

V_KICKPITCH (v)

V_KICKROLL (v)

V_KICKTIME (v)

VERSION (e)

VID_DESCRIBECURRENTMODE (e)

VID_DESCRIBEMODE (e)

VID_DESCRIBEMODES (e)

VID_MODE (v)

VID_NOPAGEFLIP (t)

VID_NUMMODES (e)

VID_TESTMODE (e)

VID_WAIT (v)

VIEWFRAME (e)

VIEWMODEL (e)

VIEWNEXT (e)

VIEWPREV (e)

VIEWSIZE (v)

VOLUME (v)

WAIT (e)

ZOOM_IN (e)

ZOOM_OUT (e)

5

Multiplayer Quake

By now you know that the best way to enjoy Quake is to play against other people. Not that the monsters aren't challenging in their own right, but nothing beats playing against live opponents. This chapter covers how to play multiplayer Quake. You will learn about Quake servers, client-server communication, and how to connect to other Quake players (but more importantly, how to beat them!).

> **Note:** There are three ways to play multiplayer Quake. The first method, seldom used, is cooperative. In this mode all the players team up against the monsters, playing each level through like a single-player game. Deathmatch, the most popular multiplayer option, pits all the players against one another with no monsters. Points (frags) are given for killing other players, and he with the most points wins. A variation on Deathmatch, team play, allows players to pick teams. Players with the same-colored uniforms form a team against all other players with different colors.

Understanding Client-Server Interfaces

Before we cover how to connect to other players, it's important to cover how multiplayer games work in Quake.

Quake provides a client-server environment. Although the benefits are small in single-player games, this environment really makes a difference in how multiplayer games perform.

> **Note:** If your trigger finger is already itchy, jump forward to "Connecting to Other Quake Players."

Traditional Games

In order to understand "client-server," you must first understand how traditional multiplayer games work. Such games include Doom, Doom II, Command & Conquer, and Descent.

When you connect to other players using these games, each player's copy of the game continually sends information to the other player's copy. Each copy of the game listens to the reports from the others and updates the player's environment accordingly. This is called a peer-to-peer environment, where each copy of the game is a peer to the other copies.
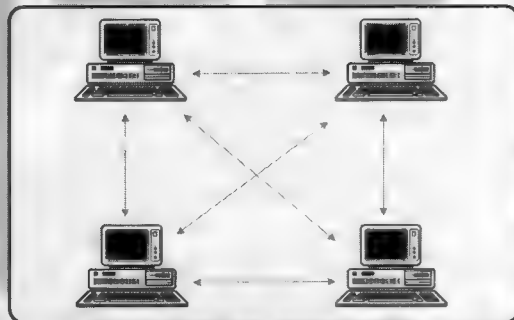
> **Note:** Most multiplayer games designate a "host" that is in charge of setting game options after the connection is made. Do *not* confuse this with a server. The host simply sets game options—it doesn't drive the communications process.

Quake

Quake is different in that it designates one of the copies of the game as the *server*. This special copy of the game is in charge of all the communication between the environment and the players. The server keeps track of each player and each change in the environment, and it tells the player's copies (clients) what they need to know. The client copies only have to talk to the server, never to one another.
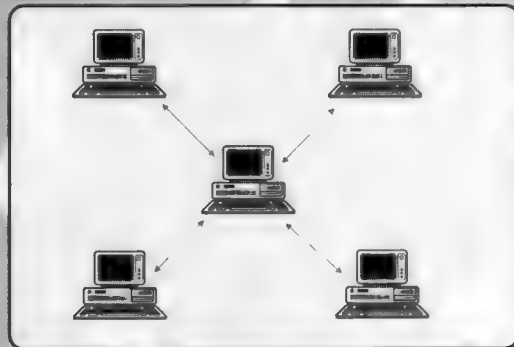
Advantages to Client-Server

The advantages to client-server over peer-to-peer are numerous. Here are the greatest benefits:

- Faster, smoother play

  With a dedicated machine handling the communication between the players, gameplay is faster and smoother. In a peer-to-peer game, all the players can only play as fast as the slowest player, causing jumps or stops on the faster machines. A client-server game is limited only by the server—slower client machines move slower through the environment but do not affect other players.

- More control over the environment

  The server provides ultimate control over the game environment. If the server computer (or its operator) wants to make a change in the game, it can. Instantly, all the players are updated from one source.

- More diversity

  Before you can play an add-on Deathmatch level in DOOM, all the participating players need to have the add-on level. But a Quake server can send out copies of the current game to clients who want to play, eliminating this problem.

- Ability to bridge different networks

  If the server machine is on a local area network (IPX), attached to the Internet (TCP/IP), and has a modem, players can connect to the server using any of these connections. Other players on the local network can begin a game and have players from the Internet or across the modem join in.

Types of Quake Servers

There are three types of Quake servers: single-player, listen, and dedicated. Each type of server has advantages and disadvantages, as described in the following sections.

Single-Player Servers

The single-player server doesn't require any special setup. If you've played Quake in single-player mode, you've used this type of server.

Because it's a full client-server environment, the Quake engine always requires a server in order for anyone else to play. When you play a single-player game, the server and client are both running concurrently on your computer. The server is almost transparent, however—you mostly see the client. Also, because both are on the same machine, their communication takes place within memory, without the need for an external connection.

Listen Servers

A listen servers allows a player to play on the server machine. This type of server provides gameplay similar to what you may be used to, allowing you to connect and play across a modem or the Internet.

Note that the listen server must be a pretty quick computer—it has to handle server and client duties at the same time. Although most computers do this well in single-player mode, multiplayer mode adds the overhead of having to communicate with multiple players.

DEDICATED SERVERS

A dedicated server does nothing but act as a server for clients. It doesn't allow a player to play on the server computer; as a matter of fact, it doesn't even display graphical information on the game in progress. Only a basic command line interface is given. Console commands are used to modify a game or to show the status of a game in progress.

SETTING UP A QUAKE SERVER

Setting up a Quake server is fairly easy, especially when you use the built-in menus. This section covers how to set up a server for modem, network, and Internet use.

DOWN-AND-DIRTY: SERVER IN 30 SECONDS

Okay, okay, okay. You wanna play, right?

Here's the quick-start information for the various connections.

MODEM GAMES BETWEEN TWO PLAYERS

> **NOTE:** This information is for listen servers only.

1. Both players start Quake. One player needs to call and the other needs to answer.
2. The player who answers the call chooses Multiplayer, New Game, Modem. The player who calls chooses Multiplayer, Join a Game, Modem.
3. Both players set up their modems (communications port) on the modem setup screen.
4. The answering player chooses OK, sets the game parameters, and chooses Begin Game. The calling player enters a phone number in the Phone Number field and chooses Connect.
5. The computers connect and gameplay commences.

> **NOTE:** Direct connect (serial cable) games are similar, except that the players choose Direct Connect instead of Modem and the caller doesn't need to enter a phone number.

NETWORK GAMES BETWEEN TWO OR MORE PLAYERS

1. Everyone starts Quake. One player is chosen to serve.
2. The server player chooses Multiplayer, Setup, enters a unique name in the Hostname field, and chooses Accept Changes.
3. The server player then chooses Multiplayer, New Game, IPX. Everyone else chooses Multiplayer, Join a Game, IPX.
4. The serving player confirms the IPX settings, chooses OK, sets up the parameters for the game, and chooses Begin Game. Everyone else

confirms the IPX settings shown onscreen, types the Hostname of the server in the Join Game At field, and presses Enter.

5. The computers connect and gameplay commences.

> **Note:** All players are assumed to be on the same local area network (IPX) with adequate network drivers running. Players using a TCP/IP local area network should see the section on Internet games.

> **Tip:** If the Hostname is not known by the other players, they can choose Search for Local Games, select the server from the list, and press Enter.

> **Note:** Most networks need more drivers than required by Quake. On a Novell 3.x network, for example, you don't have to run the NETX program—running your card driver and the IPX driver are enough. This makes it economical to put simple networks together for gaming. A handful of players could conceivably build a network for as little as $60 per person. All you need is an inexpensive NE-2000 or compatible network card, a few lengths of coax cable, and a couple of terminators. Explore the possibilities at your local computer retail store.

Internet Games Between Two or More Players

1. Everyone starts Quake. One player is chosen to serve.

2. The server player chooses Multiplayer, Setup, enters a unique name in the Hostname field, and chooses Accept Changes.

3. The server player then chooses Multiplayer, New Game, TCP/IP. Everyone else chooses Multiplayer, Join a Game, TCP/IP.

4. The serving player confirms the TCP/IP settings, chooses OK, sets up the parameters for the game, and chooses Begin Game. Everyone else confirms the TCP/IP settings shown onscreen, types the IP address of the server in the Join Game At field, and presses Enter.

5. The computers connect and gameplay commences.

> **Note:** All players are assumed to be connected to the Internet, either directly or via modem (SLIP or PPP), with adequate TCP/IP drivers running. Players using Windows 95 TCP/IP drivers take note: You *must* start Quake with the Q95.BAT batch file. Local area TCP/IP network players can use these steps as well.

> **Note:** Unfortunately, there's no TCP/IP search option that searches the entire Internet for games. Unless all players are on the same local network (in which case they can use the Search for Local Games command), the IP address of the server must be known.

Starting a Listen Server

You can start a listen server either from the menus in Quake or from the DOS command line. Follow the steps in the "Down-and-Dirty: Server in 30 Seconds" section earlier in this chapter if you want to use the menus.

To start a listen server from the command line, use the "-listen" command line parameter. For example, to start Quake as a listen server, you would type the following in DOS:

```
quake -listen
```

Note: If you intend to play across a serial line or modem, use the in-game menus instead of the command line. The command line should only be used for network and Internet connections.

Note: This parameter is not needed to start a listen server using the in-game menus.

Also, if you're using Windows 95 TCP/IP drivers for your network or Internet connection, you must start Quake with the Q95.BAT batch file. Replace the "quake" in all examples with "q95."

Once the game is running, you can use the Console to specify a starting map and other game parameters. For example, to start the game on the E3M4 map, open the Console with the tilde key (~), type "map E3M4" (which stands for Episode 3, Mission 4), and press Enter.

Optionally, you can specify the starting map on the command line. For example, the following will start a Quake listen server on the E3M4 map:

```
quake -listen +map E3M4
```

Note the use of the "+" sign before the MAP parameter.

All other game parameters need to be set from the Console. See Chapter 4 for a full list of Console commands.

Tip: A full list of levels and their names can be found in the MANUAL.TXT file in the Quake directory.

Starting a Dedicated Server

A dedicated server must be started from the DOS command line using the "-dedicated" parameter. For example, you would type the following in DOS:

```
quake -dedicated
```

> **Note:** If you're using Windows 95 TCP/IP drivers for your network or Internet connection, you must start Quake with the Q95.BAT batch file. Replace the "quake" in all examples with "q95."
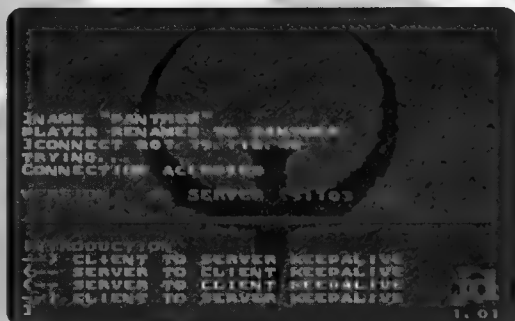
Once the server is running, you can use Console commands to specify a starting map and other game parameters. For example, to start the game on the E3M4 map, type "map E3M4" and press Enter.

Optionally, you can specify the starting map on the command line. For example, the following will start a Quake dedicated server on the E3M4 map:

```
quake -dedicated +map E3M4
```

Console Commands for Game Configuration

The following commands can be used with either server type. On listen servers, you must first open the Console by pressing the tilde (~) key. On dedicated servers, you can type the commands straight in.

These commands correspond to the options in Quake's New Game menu. For other server Console commands, see the Chapter 4 or the file TECHINFO.TXT in the Quake directory.

Note that most of these commands must be used before other players connect to the server.

> **Note:** The Console commands are not case-sensitive. The Console recognizes "map," "MAP," and "MaP" all as the MAP command. The commands are only shown in uppercase here to differentiate them from standard text.

HOSTNAME

Usage: HOSTNAME <servername>

The HOSTNAME command sets the server's name. If the name has any spaces or punctuation, it must be placed in quotation marks.

MAXPLAYERS

Usage: MAXPLAYERS <2-16>

The MAXPLAYERS command shows the maximum number of players allowed in the game. However, this command cannot be used to change the maximum number of players to a number greater than 16.

TO start a server and specify the number of players, include the number after the "-listen" or "-dedicated" parameter. For example, the following command line starts a dedicated server for a maximum of 6 players:

```
quake -dedicated 6
```

Note that slower servers or servers with limited network bandwidth should allow 8 players or less.

Game Type: Cooperative or Deathmatch

The game type depends on the cooperative setting. This setting is changed with the COOP command. Using "COOP 1" sets the game to Cooperative, while "COOP 0" sets the game to Deathmatch. The default is Deathmatch.

> **Note:** This command cannot be used once players are in the game.

Teamplay

Usage: TEAMPLAY 0 or TEAMPLAY 1

The TEAMPLAY command determines whether players with like-colored uniforms are a team or not. When teamplay is active, the individual players score separately but end-level statistics are shown by teams.

Use "TEAMPLAY 1" to activate teamplay or "TEAMPLAY 0" to deactivate it (the default).

> **Note:** This command can be used at any time during a Deathmatch game.

SKILL

Usage: SKILL <0-3>

The SKILL command sets the skill level of the game. Valid skill levels are as follows:

0	Easy
1	Normal
2	Hard
3	Nightmare

> **Note:** This command cannot be used once players are in the game.

FRAGLIMIT

Usage: FRAGLIMIT <number>

The FRAGLIMIT command sets the number of frags any player must score before the game automatically moves to the next level. Note that the default (0) sets no frag counter. In any case, the level can still be exited by any player using the level's exit. This command can be used at any time during a Deathmatch game.

TIMELIMIT

Usage: TIMELIMIT <minutes>

The TIMELIMIT command sets the amount of time (in minutes) before the game automatically moves to the next level. Note that the default (0) sets no time limit. In any case, the level can still be exited by any player using the level's exit. This command can be used at any time during a Deathmatch game.

MAP

Usage: MAP <map name>

The MAP command stops any game in progress, loads the specified map, and restarts the server on that level. Note that although this command can be used at any time, it disconnects all clients.

Using CFG Files to Configure Servers

There is a way to combine commonly used commands into one central location that can be quickly executed. This can be useful when you're configuring a server, because you'll usually execute the same commands every time you start the server.

Create a text file containing the Console commands (one per line) and save it to the ID1 subdirectory in the Quake directory. Then, from the Console type:

```
EXEC <filename>
```

where "<filename>" is the name you gave the text file. Quake will execute each command in this file, one after another.

For more information on the EXEC command, see Chapter 4.

> **ПoтE:** Give the text file an extension of CFG to distinguish it from other files in the ID1 directory.

CONNECTING TO A QUAKE SERVER

Connecting to a Quake server is quite straightforward. The only detail you need is the server's name, network ID, or phone number.

To connect to a server, you use the CONNECT command at the Console. After starting Quake, open the console using the tilde (~) key and type:

```
CONNECT <servername/netID/phonenumber>
```

For example, to dial a friend who has a server running at 555-1212, you would type:

```
CONNECT 5551212
```

To connect to a server named "Demon" on a local area network, you would type:

```
CONNECT DEMON
```

> **ПoтE:** This section covers using the Console commands to connect to a server. See the "Down-and-Dirty: Server in 30 Seconds" section earlier in this chapter for instructions on using the menus to connect.

> **ПoтE:** You can also use the server's local area network ID instead of the server name in the CONNECT command. Simply enter the server's IPX or TCP/IP address instead of the name.

Finally, to connect to a server on the Internet at IP 111.111.111.111 you would use:

```
CONNECT 111.111.111.111
```

After you issue the CONNECT command, Quake will try to connect to the server you've specified. If the server is running and has not filled to capacity (maxplayers), you will be connected to the server. The console will display a handful of connection messages and you'll be ready to play.

> **ПоtE:** Occasionally it may be necessary to close the Console manually before play can begin. If the Console doesn't close after displaying the level name, try pressing tilde (~) to close it manually.

If you don't know a local server's name, you can use the SLIST Console command to list all local servers. This displays the server's name, current map, and number of players. You can then use the name in a CONNECT command.

Note that the SLIST command does not list Internet servers. Furthermore, you must use the server's IP address in the CONNECT command, not the name of the server. However, at the time of this writing, a Unix program called qstat by Steve Jankowski was being used on the Internet. This program checks the status and returned statistics (like number of players) for each server specified. On the Quake Stomping grounds web page (http://www.stomped.com), this program is being used to offer a constantly updated page showing many Quake servers and their status. Look for other web pages and Internet resources to provide server information in the future.

Special COM Port Considerations

id Software recommends that you use the Quake menus to configure your COM port for direct connect or modem play. However, there are times when it's better to use the Console's COMx command.

In any case, the communications port must be properly configured and enabled (by menu or COMx Console command) before it can be used to serve or dial. See Chapter 4 for more information about the COMx command.

Disconnecting from a Quake Server

To disconnect from a Quake server, use the DISCONNECT Console command or CONNECT to a different server.

Other Multiplayer Options

There are a few other options that you must be concerned with regarding multiplayer games. These are covered in the following sections.

Network Port Numbers

Quake uses a default network port of 26000. You can change this port number on the IPX and TCP/IP game menus. Be aware that all clients and the server must use the same port number.

> **Tip:** It should be unnecessary to change the network port number. Quake supports multiple servers on the same port, so you can easily have multiple games running on the same network. The only time the port should be changed is if there's another application or hardware device using this port and causing a conflict.

Other Useful Console Commands

There are a few other Console commands that mimic menu commands or are useful for servers. These commands are covered in the following sections.

Alias and Bind

The ALIAS and BIND commands can be used to enhance both server setup and client controls. The ALIAS command allows you to define a new command that executes a valid Console command or list of commands. The BIND command can be used to bind a single keyboard key or mouse button to a command or ALIAS. For more information on these commands, see Chapter 4.

SYS_TICRATE

Usage: SYS_TICRATE <n>

This command controls how often the server sends out updates to the clients. The default is .05, or 20 times a second. On servers with limited bandwidth, try setting this value to ".1" or 10 times a second to speed up gameplay.

COLOR

Usage: COLOR <0-13> <0-13>

The COLOR command can be used to switch the color of the player's shirt and pants. The first number is the color of the shirt, the second the color of the pants. Although this command requires you to know the numbers of the colors, it's easy to determine the numbers you need. Simply set the colors using the Quake menus and then use the COLOR command with no parameters. Quake displays the current setting, giving you the numeric equivalent of your colors.

NAME

Usage: NAME <playername>

The NAME command can be used to set or change the player's name. Note that if the name contains any spaces or punctuation, it needs to be placed in quotation marks. For example, the following command sets the player's name to "DEMON SLAYER":

```
NAME "DEMON SLAYER"
```

Multiplayer Tips and Strategies

Okay, now you know how to connect to a server and run one of your own. But how are you going to compete in the fragfest online? Well, for starters, read this section and practice… a lot!

Know the Level

He who knows the level best usually wins. Have you ever noticed how some players run down a hallway and seem to vanish behind a secret panel? Or they always seem to know where to find the rocket launcher? That's because they know the level better than you.

You can practice on any map in multiplayer mode by starting Quake as a listen server ("quake -listen") and then use the MAP Console command to change to any map. The map will be set up in multiplayer mode, with more weapons and powerups but no monsters. Learn where to go to get health, weapons, ammo, etc.

Worship the Frag

In Deathmatch he who has the most frags wins. It doesn't matter who has what weapons, or how many times you've died. Only frags count.

To that end, frag other players as often as possible. Grab a weapon and go in for the kill. Don't run from fights. You shouldn't be foolhardy (because when you die you lose all your goodies!), but if you get a kill before dying, that's one more frag...

Be a Vulture

Okay, it's not honorable, but it works. Hang out around large battles and frag the weak, limping, and dying. If you see two players slugging it out, make sure the winner doesn't last long. Keep an eye out for players making a hasty retreat—chances are they only need a shotgun blast to bring them down.

Learn Both Sides of the Coin

So you've found this great sniper spot. You consistently rack up frags when you hole up there. But do you know where an enemy can shoot at your favorite spot? Chances are somebody will figure it out, and you need to be ready for it. Spend some time checking angles and positions that might compromise your position.

Know your Weapons

The right weapon for the right task, that's the key.

Axe

Last resort, or to open doors (conserving ammo). Period.

Shotgun

Next-to-last resort, or a nice medium-range harassment weapon. (Don't expect too many frags.)

Double-barreled shotgun

Nice, close-range powerhouse. Only good at close to medium range, though. Farther out, the shot spreads too far to cause enough damage.

Nailgun

Good for medium-range spray fire. Deadly up close. Keep your targets within the spray of nails.

> **Tip:** When firing at a target, move slightly side-to-side like you're watering it with a hose.

Super Nailgun

Same as the nailgun, but twice as fast. Needs better control to keep the nails on target and chews twice as much ammo. Great sniper weapon for stationary targets.

Grenade Launcher

Lob grenades from above a target whenever possible. Try for direct hits because stationary grenades are easy to avoid. Be careful not to frag yourself with a close-range shot.

> **Tip:** Grenades bounce well and make great anti-pursuit weapons. If you're being chased, lob one at the side of a doorway—you can then skitter though the door as the grenade rebounds back toward your pursuer.
>
> Grenades can also help you jump to otherwise unreachable areas. Lob a grenade where you want to jump and time it so the grenade explodes while you're in the air. You'll take some damage (armor helps), but you can jump three to four times higher.

Rocket Launcher

A favorite of any Deathmatch player. Plenty of power, plenty of range. Ineffective at medium range, requiring careful aim. Nice sniper weapon for stationary targets.

Thunderbolt

Best all-around weapon. Does no damage to you, even at close range (be careful in water, though!), has a decent medium range, and packs plenty of power. Great in a crowded room— just wave it around and watch 'em fall!

Move, Move, Move

If you stand still, you're dead. Keep moving, presenting a hard target to get a bead on. Learn to control your player at running speed, and eventually you'll be able to leave run mode on all the time.

Learn ALIAS and BIND

Read the ALIAS and BIND sections in Chapter 4, read TECHINFO.TXT in the Quake directory, and get info online. Learn how to combine action commands to increase your control, add special moves, or make yourself harder to hit.

> **Tip:** There are a lot of ALIAS and BIND examples surfacing on the Internet. Check out your favorite Quake web site for the latest.

Jump!

If an opponent is shooting at you at medium range, jump. This takes you out of the other player's firing arc momentarily. Many good players resemble a kangaroo during close fighting.

Look and Listen

Quake is a rich environment filled with many sights and sounds. Listen for doors, players picking up powerups, lifts, gunfire, etc. Watch for moving lifts, opening/closing doors, weapons flashes, water and slime sloshing, and rocket trails.

Remember, the other players are listening for you too! Be careful not to give your position away by making too much sound.

Avoid Vendettas

It's common for two players to have vendettas against one another. One player gets an especially cheap kill on the other, and the fragged player comes back for blood. The first player realizes this, and suddenly it's personal. Don't be drawn into this. Ignore taunts and the persistent pursuer. There's always someone else waiting to be fragged.

Be a Chameleon

If you find yourself in a vendetta situation, or you're just plain bored, change your colors. It'll throw off other players that know your patterns or are actively pursuing you.

Telefrag

If a player is standing on a teleporter when another player teleports onto it, the first player is fragged. Keep this in mind when you're chasing someone—if they go through a teleporter, follow them closely. Better yet, hide near a frequently used teleporter and follow the unsuspecting into it.

Shoot First

Chances are you'll find yourself in a shotgun fight. Blam, blam, blam, blam… His blast does damage to you, yours does damage to him, his does damage to you, etc. But if you fire first, you'll always be one shotgun blast ahead in damage.

Use Angles

Grenades and rockets do more damage at certain angles. Both weapons work better when shot down at an opponent. Watch for natural cover that will protect a target, or direct a blast into him.

The Bootlegger

My favorite move. Named for a maneuver used by bootleggers during Prohibition, this move is essentially a quick, unexpected change of direction. If you're being pursued, go around a corner, hug the inside wall and stop, and quickly turn back the way you came. As your opponent comes around the corner, run past him. By the time he gets turned around to pursue you, you'll be long gone.

You're Never Safe

No matter how good your hiding spot, someone else knows about it and can get you. Keep your eyes and ears open.

Practice, Practice, Practice...

It can't be said enough. The more you play the better you get. Playing single-player games is not the way to get better at Deathmatch—playing Deathmatch is the way to get better at Deathmatch. Don't get discouraged early on if you end up on the short end of the frags. If you play often enough, you'll gradually begin dishing it out as well.

Stay in Control

Learn how to jump, strafe, swim, etc. The better you can control your player, the better you'll do in Deathmatch. Practice walking on narrow ledges and making dangerous jumps.

> **Tip:** On servers with significant lag, learn to press the jump key earlier than normal.

Have a Plan

Don't succumb to the mayhem. Always have a plan. Whether it's getting to the rocket launcher first or finding your sniping spot, a plan generally keeps you alive longer than rushing headlong into a fight.

Watch for Patterns

Good players develop patterns. Get the rocket launcher, jump into the water and swim to the health, load up on rockets, jump into the teleporter, and do it all again. This generally works for the better players, but it also makes them predictable. In this case, you'd want to pick a sniping spot close to the health and shoot players as they come out of the water.

Prioritize Powerups

You have 60 points of health and you enter a room with several health packs and one mega-health. What do you do? Grab the mega-health? Wrong—that only gets you 160 points of health.

Grab the other health powerups first and get your health as close to 100 as possible, *then* grab the mega-health for a total of 200 points.

Beware of Campers

A "camper" is a guy who sits on the rocket launcher for the whole level, collecting ammo and blasting anyone who comes near. Every Deathmatch game has at least one player that

does this. Before rushing headlong into an area with an important weapon or powerup, take a second to make sure the coast is clear.

Learn from Others

There's one guy on your favorite server that consistently has a triple-digit frag count. Why? Watch what he does and learn what you can about his techniques.

Troubleshooting Multiplayer Games

Quake makes it fairly easy to set up and play multiplayer games. However, from time to time you may experience difficulties. This section highlights some of the more common problems with multiplayer games.

Solving Problems with Serial Links

There are several problems you may have while trying to connect two computers with a serial cable. This section covers some of the more common ones.

Wrong Cable

To connect two serial ports, you need to use a null-modem cable or a regular cable and a null-modem adapter. Also, the cables and adapters must be complete serial cables; cables that connect only the send and receive signals cannot be used. It's easiest to use two modem cables, one for each machine, and to connect the two with a null-modem adapter.

Wrong Serial Port

Make sure that you specify the correct port. If you don't know it, try looking at the configuration you've used in another game or telecommunication program. If your mouse goes dead when you try to connect, chances are you've specified the wrong serial port.

Different Serial Speeds

Both players must select the same speed. Most Pentium computers can support speeds up to 57600. It's recommended that you start with this speed. If you can't connect at 57600, try stepping down to 38400 or 19200.

Solving Problems with Modem Connections

There are several problems that can occur while you're trying to connect via modem. This section highlights the most common problems and gives possible solutions for each.

Wrong Port

Make sure that you specify the correct port. If you don't know it, try looking at the configuration you've used in another game or telecommunication program. If your mouse goes dead when you try to connect, chances are you've specified the wrong serial port.

Note that it's impossible to use a mouse on COM1 and a modem on COM3, and vice versa. (The same goes for COM2 and COM4.) These ports use the same interrupt and cannot be used at the same time. However, if your modem and mouse are working fine in other programs, they should work fine in Quake.

Wrong Modem Settings

If you're having trouble connecting, both players should try using "AT&F" as the modem init string. This sets the modems to the factory defaults.

You might also try using a lower baud rate. Start with 9600 and work your way up as you continue to get good connections. Note that each player can have a different baud rate, but you should change only one player's rate at a time to minimize the changes taking place.

If all else fails, try connecting using other communication programs. If you can connect using Window's Terminal or another commercial program like Procomm, you should be able to connect with Quake.

Bad Phone Lines

Modem communications are relatively sensitive to telephone line noise. If you experience frequent hangups or jerky game play, check your phone lines for noise. Try connecting with another telecommunications program and watch for garbage characters on the screen. If the problem persists, try turning your modem's error correction back on, or have the local telephone company check your line for you.

> **Note:** Call waiting can cause your modem to hang up. When you receive another call while you're online, the call waiting beep interrupts the data flow, causing the modem(s) to hang up. If you have call waiting, try prefixing the number you dial with "*70". Check with your local telephone company to verify that this code turns off call waiting in your area.

Solving Problems with Network Connections

There are several problems that can be encountered while trying to get connected over a network. This section addresses the most common and gives possible solutions.

Cabling and Other Network Problems

The most common fault in computer networks lies in the cabling. Check all your connections thoroughly and verify that the appropriate connections are terminated (if you're running on a coax topology). Of course, if the network runs other network applications normally, it should also run Quake. Most network cards come with diagnostic software to test the integrity of the network, and other diagnostic software is available through online services like CompuServe or the Internet.

Wrong Drivers

Verify that you're running only the necessary drivers for your network. Some networks include support for supplemental connections, like TCP/IP. This isn't necessary and can be detrimental. You should only have to run your network card driver and an IPX protocol driver. (Some network cards require that other drivers be loaded before the actual card driver.)

Routers or Bridges

Quake may not run well over some routers or bridges. If connections can be made at all, gameplay will most likely be jumpy and erratic. Play on computers that are all on the same topology without intervening network routers or bridges.

Network Traffic

Too much network traffic can cause Quake to be sluggish or jumpy. Likewise, too much Quake can cause problems with other network software! Try to play multiplayer games on networks during off-hours so that other users aren't trying to use the same bandwidth for other applications.

Solving Internet Problems

There are several problems that can occur when you're trying to play Quake over the Internet. This section discusses a few of the more common problems.

Busy ISP

If your Internet service provider is experiencing heavy traffic, you'll probably have a sluggish and error-prone Quake game. Try to play during off-hours and on servers that are not routinely busy.

> **Tip:** Your World Wide Web browser can provide a good test of your ISP's load. Try loading a few of your favorite web pages and see how they do.

Windows 95?

Be sure to run Quake using the Q95.BAT batch file if you're using Windows 95 TCP/IP drivers.

Faulty/Busy/Flawed Servers

The problems you experience may be on the server end. Try reconnecting several times, or try another server.

> **Tip:** The PING command will display statistics on the connections with the server and other players. Use this command and compare times on various servers.

TROUBLESHOOTING

Quake is a complex program, designed to run on a variety of hardware platforms. However, no amount of testing can prevent all problems on all possible variations of hardware. This chapter provides some general advice on troubleshooting and sources for additional help.

BASIC TROUBLESHOOTING

If you have problems with Quake, here are some basic things you should try first.

TROUBLE IN WINDOWS 95

If you have problems running Quake in Windows 95, you should first try running it in DOS. Restart your machine, press F8 when you see the "Starting Windows 95" prompt, and choose the Command Line Only option. Alternately, choose Restart the Computer in MS-DOS mode from the Start, Shut Down menu.

Try running Quake in this mode. If you still have problems, you can reasonably rule out Windows 95 as the cause. However, if the problems go away, check the following:

- Do you have at least 16M of memory? Quake requires 16M of memory to run in Windows 95.

- Verify the following Properties settings for the MS-DOS window or Quake shortcut:

Properties Tab	Setting
Program	Suggest MS-DOS mode as necessary
Memory	All five fields set to Auto
Screen	Usage = Full-screen
Misc	Uncheck Allow Screen Saver, check Always Suspend

- Make sure you have enough hard drive space.

- Run Quake full-screen. Quake may run in a window at lower resolutions, but very slowly.

- If performance is a problem, try closing all other applications before running Quake.

- Avoid using the keyboard system key and switching windows.

> **Note:** If your problems are related to TCP/IP multiplayer games, be sure to run Quake using the Q95.BAT batch file instead of running QUAKE.EXE.

Video Problems

Quake should run with no problem in the standard 320 x 200 VGA mode. However, you may experience problems in the extended or VESA modes.

If you don't see any VESA modes on the Options, Video Options screen, either your video card doesn't have VESA support or Quake doesn't recognize the VESA compatibility of your card. You might try running a VESA software driver before running Quake. Check your video card's manual for more information.

Use the test option on the Video Options screen (T) to test a resolution before switching to it by pressing Enter.

Sound Problems

Quake should support any sound card that is Sound Blaster-compatible. If you're having problems with the sound, first check your sound card's documentation to verify that it's Sound Blaster-compatible. You may need to run a special driver or activate a special setting on some cards.

If you continue to have problems, check the following:

- Does your sound card work in other programs?

- Is your BLASTER environment variable set properly? This variable is normally set by a line in your AUTOEXEC.BAT file that resembles:

```
SET BLASTER=A220 I5 D1 H5
```

This line tells programs what the settings of your sound card are. See your sound card documentation for the correct settings for this variable.

- Check what Quake knows about your sound card. Run Quake and open the Console (by pressing "~"). Type SBINFO and press Enter. Check what Quake displays against your sound card settings.

Network and Modem Problems

As with any problem, make sure your network works with other applications. For more information, see the "Troubleshooting Multiplayer Games" section in Chapter 5.

Additional Help

There are several other sources where you can go for help.

id Software Support Options

id offers several methods of support, ranging from advice on their Web page to paid telephone support.

Paid Telephone Support

The number is 1-800-id-games.

12 noon-10pm Central, 7 days a week.

$1.75 per minute, rates subject to change.

Have the following information handy when you call:

- Game title and version number. (The version number of Quake can be found in the lower-right corner of the Console.)

- Your operating system, processor, processor speed, and total amount of memory.

- The brand name and model of any device you're having problems with.

Automated Telephone Support

Again, the number is 1-800-id-games.

24 hours a day, every day.

$0.25 per minute, subject to change.

Be ready to take notes when you call.

E-Mail Support

Send to: support@idsoftware.com

Response within 48 hours.

See form in MANUAL.TXT. Be sure to provide as much information as possible.

Web Support

Browse: http://www.idsoftware.com

Unofficial Support

For help from other gamers, check out the list of Internet resources in Appendix B or one of the following online services:

CompuServe: ACTIONGAMES Forum

America Online: Keyword GC ACTION

Also try reading messages in the following Internet newsgroups:

rec.games.computer.quake.announce

rec.games.computer.quake.editing

rec.games.computer.quake.misc

B

QUAKE ON THE NET

At the time of this writing, there were already a huge number of Quake sites on the Internet. Please keep in mind that many of these sites may no longer be in existence, but we're sure a few sites have popped up to replace the ones that have disappeared.

POPULAR QUAKE SITES

http://www.stomped.com/

http://www.iol.ie/~mikeg/

http://www.vvm.com/~hfowler/hug.htm

http://www.nuqnett.org/aftershock/files/

http://www.magicnet.net/~jza/quakeworld/

http://www.the~pages.com/quake/

http://www.prairienet.org/~bubba/homepage.html

http://www.mindspring.com/~higley/fll_1.htm

http://incolor.inetnebr.com/grunder/quake.htm

http://www.abc.sel~m10013/quake/quake.htm

http://www.midwest.net/scribers/jcolyer/

http://introweb.nl/users/justus/quake.htm

http://lonestar.texas.net/~plague/quake.htm

http://www.webcom.com/psi/

http://www.iaonline.com/user/murdock/games/cheats/quake

http://www.ssimicro.com/~jeremyc/bin/QuakeReg/quakereg

http://www.icv.net/~williams/quake/quake.html

http://www.midplains.net/~myst/quake/

http://www.computer-services.com/ventura/

http://www.nugnett.org/aftershock/

http://mason.gmu.edu/~jhess2/yearbook/

http://www.avault.com/quake.html

http://www.newworld.com/adrenaline/quake.html

http://www.pai.com/~sheaslip/3D/quake.shtml

http://members.aol.com/bobyang/quake.htm

http://tamu.edu:8000/~stm9233/quake/html

http://www.sisna.com/users/carlitos/quake/

http://www.evansville.net/~tyrant21/quake/htm

http://www.mnet.fr/eznerald/quake/quake.htm

http://www.naples.net/~nfn02927/quake.html

http://acm.vt.edu/~dpark/quake/

http://www.idsoftware.com/dlquake.html

http://members.aol.com/elgranadel/index.htm

http://home.sprynet.com/sprynet/felker/epicenter.htm

http://www.pla-net.net/~samartin/erik.html

http://www.wineasy.se/vikz/games/quake.htm

http://capa/physics.sunysb.edu/~sharkey/gusquake/

http://www.sonic.net/gtaylor/quake.shtml

http://www.quaaaaake.com/

http://www.verticalsol.com/jspencer/

http://www.cs.princeton.edu/~jrc/quake/quake.html

http://home.earthlink.net/~jgunder/quake/index.html

http://pages.prodigy.com/hhjj38b/quake/htm

http://www.whiterock.com/kinglink/quake.html

http://www.kingston.net/kurn/quake.html

http://www.sound.net/~mccolli/quake.htm

http://www.erie.net/~mrdoom/quake.html

http://pwp.usa.pipeline.com/~pcupka/patch.htm

http://wwwconterra.com/ben/quake/quake.htm

http://www.crl.com/gameroom/

http://user.itl.net/~starwars/quake/index.html

http://www.netcom.com/~north11/quake.html

http://www.netside.com/~csbailey/quake.html

http://www.webnetdesign.com/quake.htm

http://comet.net/personal/wesley/qtest.htm

http://members.aol.com/whitejazxz7/qmodem/index.htm

http://web.inter.nl.net/users/L.J.Noordsij/

http://www.crl.com/~rhofmann/secrets/html

http://www.idsoftware.com/hotquake.html

http://www.llstar.com/~leowongl/

http://www.vision.net.au/~chuck/quake.htm

http://http.tamer.edu:8000/~stm9233/quake.html

http://www.magic.mb.cal~carl/

http://www.geocities.com/Hollywood/1757/quake.html

http://www.voicenet.com/~webster/quake.html

http://serv2.fwi.com/~djquad/wtf/

http://www.sonic.net/~gtaylor/quakefaq.html

http://happypuppy.com/hleukart/rumorsquake.html

http://www2.islandnet.com/~ccaird/ddoom/qkspec22.html

http://web.inter.nl.net/users/

http://www.texas.net/~wise/quake.htm

http://www.mortimer.com/users/pcmel/news/gnews2/gnews2.htm

http://rampages.onramp.net/~webb/quake/

http://www.nuqneh.org/aftershock

Quake Editing Sites

http://www.zipnet.net/~biff/qgrinder/

http://www.nesusal.net/~smitting/edquake/

http://www.cybernet.dk/users/jensh/quake/main.html

http://www.efd.lth.se/~d95ml/quake/

http://www.nitehawk.com/jensh/quake/main.html

http://www.agt.net/public/allang/quake.html

http://www.webcom.com/phantasm/QUSI/

http://www.nuc.net/quest/

http://www.conweb.net/~fisty/shaker/

http://www.winternet.com/~jlowell/thred/index.html

http://136.`65.243.183/~frodo/manual.html

http://www.islandnet.com/~ccaird/forge/

http://www.canvasnet.com/quake/

http://www.nuc.net/quake/quake/

Quake Server Lists

http://pubweb.acns.nwu.edu/~yjb910/quake/html

http://citrix.progress.com/servers.html

http://www.stomped.com/servers.html

http://www.worldonline.nl/quake/

http://www.pipo.com/quake/

http://www.monmouth.com/~vfaks/servers.html

QUAKE™

EVERY LEVEL MAP— INCLUDING ALL SECRET LEVELS!

AUTHORIZED STRATEGY GUIDE

INSIDE, YOU'LL FIND:

- Ψ Level maps reveal every secret!
- Ψ All Quake cheats!
- Ψ Critical path for entire game!
- Ψ Annihilate your friends in multiplayer games!

E1M1—SLIPGATE COMPLEX

Start

id™

http://www.idsoftware.com
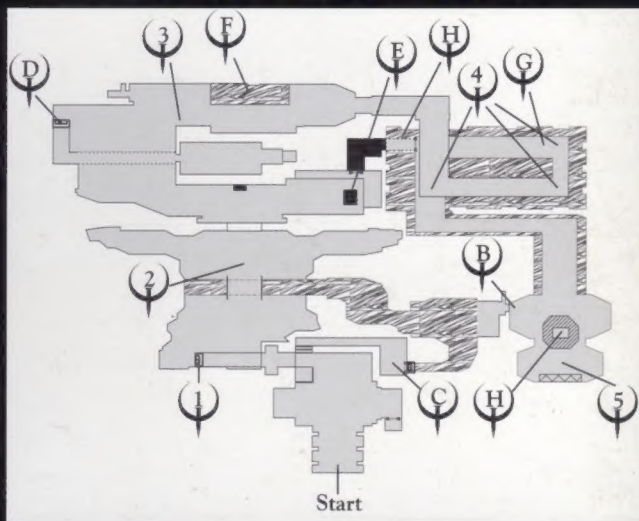
$19.99 USA / $28.95 CAN / £17.95 Net UK

ISBN 1-56686-494-1

91999

9 781566 864947

7 52073 64941 8

||||BradyGAMES
STRATEGY GUIDES
http://www.mcp.com/brady