

The Story

QUAKE™

Background: You get the phone call at 4 a.m. By 5:30 you're in the secret installation. The commander explains tersely, "It's about the Slippgate device. Once we perfect these, we'll be able to use them to transport people and cargo from one place to another instantly.

"An enemy codenamed Quake, is using his own slippgates to insert death squads inside our bases to kill, steal, and kidnap.

"The hell of it is we have no idea where he's from. Our top scientists think Quake's not from Earth, but another dimension. They say Quake's preparing to unleash his real army, whatever that is.

"You're our best man. This is Operation Counterstrike and you're in charge. Find Quake, and stop him ... or it ... You have full authority to requisition anything you need. If the eggheads are right, all our lives are expendable."

Prelude to Destruction: While scouting the neighborhood, you hear shots back at the base. Damn, that Quake bastard works fast! He heard about Operation Counterstrike, and hit first. Racing back, you see the place is overrun. You are almost certainly the only survivor. Operation Counterstrike is over. Except for you.

You know that the heart of the installation holds a slippgate. Since Quake's killers came through, it is still set to his dimension. You can use it to get loose in his hometown. Maybe you can get to the asshole personally. You pump a round into your shotgun, and get moving.

System Requirements

General Quake System Requirements

-  IBM PC and Compatible Computers
-  Pentium 75 MHz processor or better (absolutely must have a Math Co-Processor!)
-  VGA Compatible Display or better
-  Windows 95 Operation: 16MB RAM minimum, 24MB+ recommended
-  CD-ROM drive required
-  Hard Drive Space Needed: 80 MB

Specialized Requirements

For WinQuake (WINQUAKE.EXE):

Windows 95/98/ME/NT/2000

For GLQuake (GLQUAKE.EXE):

Windows 95/98/ME/NT/2000

Open GL Compatible Video Card

GLQUAKE supports most 100% fully OpenGL compliant 3D accelerator cards. Please consult your hardware manufacturer to determine compatibility.

For VQuake (VQUAKE.EXE):

Windows 95 or DOS 5.0 (or higher)
Rendition Verite Chip Set based Video Card

For original Quake (QUAKE.EXE):

Windows 95 or DOS 5.0 (or higher)

Which Quake Is Right For Me?

The following instructions will make it easy for you to get Quake up and running in no time. In addition to the original DOS version of Quake (QUAKE.EXE), this CD-ROM also contains three other versions: WinQuake, GLQuake and VQuake. Gameplay is identical in each version; the only differences are the computer systems on which they were designed to be run and the graphical quality.

Generally speaking, you will want to run either WinQuake or GLQuake. For nostalgia buffs who really like to run games in DOS, we have also included the original DOS Quake (QUAKE.EXE) and VQuake.

If you are running Windows 95/98/ME/NT/2000, you should run WinQuake (which was designed for Windows95/98/NT and runs on Windows 95/98/ME/NT/2000), or GLQuake (which runs on Windows 95/98/ME/NT/2000, and is enhanced for 3D accelerated graphics cards that use the OpenGL standard).

If you are running DOS, you can run QUAKE.EXE or, if you are using a video board that utilizes the Rendition™ Verite Chipset, VQUAKE (which has been optimized for Verite chipset video cards). If you are using such a card, you should experience improved performance over regular QUAKE.

Important!

Quake requires a floating-point unit (FPU, or math coprocessor) to perform its complex 3d mathematics. Systems that do not have an FPU installed will not run Quake -- at all. In the event that you are having problems and you are unsure if your computer has an FPU, please consult your computer vendor or manufacturer to determine compatibility.

Important Video Adapter Note!

On some ATI Mach32 cards, Quake can come up with a garbled video display. This is due to a problem with the card in which 320x200 mode isn't initialized correctly.

Workarounds include:

If running from Windows, start Quake from an icon, or from a windowed (not full screen) MS-DOS prompt. If Quake is already running and has the garbled screen, press Alt-Enter twice to switch to the desktop and back to full screen, and the screen will display properly.

If running from DOS, either put the line:

vid_mode 1

in .cfg, or, typing blind, press tilde ('~') to bring down the console, type

vid_mode 1<enter>

and the screen will display properly.

Installation

Your Quake disc is autoplay-enabled for Windows 95/98/ME/NT/2000. Simply insert the Quake CD in your CD-ROM drive and wait a few moments for the autoplay window to appear. When it does, click the Install button to begin installation. If the autoplay window does not appear, follow these instructions:

1. Double-click the My Computer icon to open the corresponding window.
2. Double-click the CD-ROM icon (typically Drive D: or E:).
3. Double-click the 'Setup' icon.
4. Follow the onscreen prompts.

Running Quake

This section details how to get Quake running on your computer. We have written this section to concentrate on WinQuake, our native Win32 version of Quake. This version of Quake runs on Windows 95/98/ME/NT/2000. There is no DOS support in this manual, if you need DOS Quake Support, please refer to the text files (.txt files) located in your directory.

Running Quake

Windows 95/98/ME/NT/2000: To launch Quake from the Windows **Start** Menu, choose **Programs**, then **Quake**, and then select the **WinQuake** option.

To launch the OpenGL version of Quake, select **GLQuake** instead of **WinQuake** from the **Quake** menu. See "**System Requirements**" above before attempting to launch this version.

DOS: To launch Quake from a DOS Prompt, go to the Quake directory and simply type "QUAKE" <ENTER>. (no quotes)

The Goal of the Game



Quake has two basic goals. First, stay alive. Second, get out of the place you're in. The first level of each episode ends in a slippgate, these signify that you're entering another dimension. When you complete an entire dimension (this takes six to eight levels), you'll find a Rune and another slippgate, which returns you to the start.

Skill



The start area has three short hallways. The one you go down selects the Skill you wish to play at.

Easy: This is meant for little kids and grandmas.

Medium: Most people should start Quake at Medium skill.

Hard: Here at id, we play Hard skill, and we think you should too, once you're ready.

(Nightmare) This is so bad that the entry is hidden, so people won't wander in by accident. If you find it, don't say we didn't warn you.

Episodes

After the Skill halls, you're in a room with four exits. Each exit leads to a different military complex, at the end of which is a slipgate leading to a new dimension. If you have not registered, the first episode, ***Dimension of the Doomed***, is the only place you can go. After registration, all four episodes are available.

The other three episodes, in order from second to fourth, are ***Realm of Black Magic***, ***Netherworld***, and ***The Elder World***.

TIP: From episode 1 to episode 4, the dimensions become progressively more difficult. We suggest you play the episodes in the proper order to get the maximum fun out of ***Quake***.

Getting About

Walk: Use the arrow keys or the mouse. To walk steadily forward, hold down the Forward key (up arrow or center mouse button). Turn left or right with the left or right arrow keys or sliding your mouse to the left or right.

Run: Hold down Run (the Shift key) to double your speed.

Jumping: Tap the Jump key (the space bar or Enter key). You jump further if you're moving forward, and you jump higher if you're moving up a slope at the time. You'll be surprised at the spots you can reach in a jump. You can even avoid some attacks by jumping at the right time.

Swimming: When underwater, aim yourself in the direction you wish to go, and move forward. You have full three-dimensional freedom. Unfortunately, as in real life, you may lose your bearings while underwater. Use jump (the space bar or Enter key) to kick straight up towards the surface.

Once on the surface, tread water by holding down jump. To get out of the drink, swim towards the shore. Once there, use jump to clamber up. If you're down a well or you can't get a grip, you may not be able to climb out. There is always another way out, but you may have to submerge to find it.

Shooting: Tap the Shoot key (the Ctrl key or left mousebutton) to fire. Hold it down to keep firing.

Use: Quake has no "use" function. To push a button or open a door, walk up to it. To ride a platform up or down, step atop it. If a door won't open or a platform won't lower, you may need to do something special to activate it.

Picking up stuff: To pick up items, weapons, and power-ups, walk over them. If you can't pick up something, it means you already have the maximum possible of that thing. If it is armor, it means the stuff you're trying to get is worse than what you now have.

Finding Things

Buttons and Floorplates: Buttons activate with a touch, and floorplates must be stepped on. If you see a distinctive-looking button in a spot you cannot reach, it's probably a shootable button -- fire at it.

Doors: Most doors open at your approach. If one doesn't, seek a button, floorplate, or key.

Secret Doors: Some doors are camouflaged. Almost all secret doors open when they are shot or hit with an axe. The rest are opened by hidden pressure plates or buttons.

Platforms: Most platforms only go up and down, while some follow tracks around rooms or levels. When you step atop of a platform, it rises to its full height, and usually only lowers when you step off. Some platforms must be activated via button or pressure plate.

Pressure Plates & Motion Dectectors: Invisible or visible sensors which open doors, unleash traps, warn monsters, etc.

Uncovering Secrets: Secrets are hidden lots of ways. You might need to shoot a button, kill a monster, walk through a secret motion detector, etc.

The Secrets of Secrets: All secrets in Quake are indicated by clues. Don't waste your time hacking at every wall. It's much more productive (and fun) to use your brain and your eyes. Look up. An angled texture, a light shining under a wall, a strange sound -- anything -- might be the clue. Something prominent in a room might be decoration ... or it might be the clue.

TIP: Bouncing a grenade off a shootable button or secret door won't open it, but if the grenade's explosion goes off nearby, this may activate such secrets.

Keyboard Commands

By using the key configuration option from the Main Menu (see “**The Option Menu**” below), you can customize the keyboard to suit your fancy, except for the Function keys, the Escape key, and the ~ (tilde) key.

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
Screenshot	F12

WEAPONS

Axe	1
Shotgun	2
Double-barreled Shotgun	3
Nailgun	4
Supernailgun	5
Grenade Launcher	6
Rocket Launcher	7
Thunderbolt	8
Change to next weapon	/

MOVEMENT

Move / Turn	arrow keys
Jump / Swim	Space bar or Enter
Run	Shift
Sidestep Left	. or >
Sidestep Right	, or <
Strafe*	Alt
Swim Up	D
Swim Down	C

OTHER COMMANDS

Main Menu	ESCAPE
Console	~ (tilde)
Look Up	A or PgDn
Look Down	Z or Del
Center View	X or End
Mouse Look**	\
Keyboard Look***	Ins

*Turning right or left sidesteps instead while the Strafe key is pressed.

**Sliding your mouse forward and back looks up and down while the Mouse Look key is pressed.

***The walk forward/backpedal arrows will look up and down while the Keyboard Look key is pressed.

Console

Tap the ~ (tilde) key to bring down the console. As with the Main Menu, when the console is down, a single player game is paused. A wide variety of esoteric commands can be entered at the console. If your keyboard has no ~ (tilde), the Options Menu (inside the Main Menu) has a "Console" option.

Command Line

For special command line parameters, and how to run them, see the README file.

The Main Menu



Tap the Escape key to pop up the Main Menu. While you are in the menu, the game is paused. Use the arrow keys to move the Quake icon up and down the menu. Place the icon before the desired option, and tap the Enter key. To return to the Main Menu, tap the Escape key again. To exit the menu and return to the game, tap the Escape key when you are on the Main Menu.

TIP: Quake saves your current key configuration when you quit, so next time you play, you have the same configuration.

The options in the Main Menu are as follows:

Single Player: Opens up the Single Player Menu, where you can start a new single player game, save your single player game progress, or load a previously saved single player game. (see “**The Single Player Menu**” below).

Multiplayer: Opens up the Multiplayer Menu, where you can join a multiplayer game already in progress, start a new multiplayer game, or specify multiplayer setup options. (see “**The Multiplayer Menu**” below).

Options: Opens up the Options Menu, where you can customize certain aspects of your Quake-playing experience to your preference (see “**The Options Menu**” below).

Help/Ordering: Lists the default keyboard and mouse commands. See “**Game Hints and id Merchandise**” below to order id Software items.

Quit: Exits **Quake** at once.

The Single Player Menu



The options in the Single Player Menu are as follows:

New Game: Discards the game you are currently playing and starts a new game.

Load: Brings up a list of saved games. To load a game, highlight the desired slot, and tap the **Enter** key. This will discard the progress of the game you are currently playing and restore you to the point of the selected saved game.

Save: Brings up a list of saved games. To save your current game, highlight the desired slot, and tap the **Enter** key. Each saved game is identified by the level's name, plus the proportion of kills you have achieved so far.

The Multiplayer Menu



The Multiplayer Menu allows you to Join a game already in progress, Host a game (New Game option), or specify Setup options. The options in the Multiplayer Menu are as follows:

Join A Game: This option allows you to join a multiplayer game already in progress (see “**Joining A Multiplayer Game**” below).

New Game: This option allows you to designate your machine as the host for a multiplayer game (see “**Multiplayer New Game**” below).

Setup: This option allows you to customize several multiplayer game options to your preference (see “**Multiplayer Setup**” below).

Joining A Multiplayer Game

To join an existing game you must first select either IPX or TCPIP as your communication method.

IPX

Select **IPX** for Novell Network LANS (Local Area Network) or Windows 95 DOS-box games.

PORT

Enter an **IPX** port number for use in the game. The port number must be the same on all machines in the game.

SEARCH FOR LOCAL GAMES...

Has your computer look through your network. It will list all the games it finds on the console, and you can choose to join one of them by typing connect <server>.

JOIN GAME AT

Type the net address of the game you want to join.

TCP/IP

TCPIP is commonly used to play games over the internet, but is also used on LANS (local area

networks).

PORT

Enter an **TCPIP** port number for use in the game. The port number must be the same on all machines in the game.

SEARCH FOR LOCAL GAMES...

Has your computer look through your network. It will list all the games it finds on the console, and you can choose to join one of them by typing connect <server>.

JOIN GAME AT

Type the net address or modem phone number of the game you want to join. If necessary, ensure your modem and network connections are operative by checking your Communications Configuration menu.

Multiplayer New Game

This option allows you to designate your machine as the host for a multiplayer game.

Note: If you are starting a listen server, id Software strongly recommends that the fastest machine act as the host! If you are playing a game with more than 4 players, we suggest using a dedicated server as the host!

IPX

Select **IPX** for Novell Network LANS (Local Area Network) or Windows 95 DOS-box games.

PORT

Enter an **IPX** port number for use in the game. The port number must be the same on all machines in the game.

TCP/IP

TCPIP is commonly used to play games over the internet, but is also used on LANS (local area networks).

PORT

Enter an **IPX** port number for use in the game. The port number must be the same on all machines in the game.

Once you have selected your communication method you can set the following Multiplayer options.

MAX PLAYERS You can have up to 16 players. You need at least 2, or it's not "multiplayer", right?

GAME TYPE Toggles between cooperative and deathmatch.

TEAMPLAY Toggles between "none" and "no friendly fire". In the latter mode, your shots won't injure someone wearing the exact same color pants as you.

SKILL Chooses skill level. Only applicable in a cooperative game.

FRAG LIMIT From none to 100, in ten-frag increments. When someone reaches the frag limit, by killing the 40th (or whatever) person, then the game ends immediately, and final scores are printed. If your frag limit is none, the game won't end till someone exits the level or the time limit expires.

TIME LIMIT From none to 60 minutes, in 10 minute increments. When the time limit is up, the game ends immediately, and final scores are printed. If your time limit is none, the game won't end till someone exits the level or the frag limit is reached.

EPISODE Choose the episode you'd like to play, then select the level for that episode. Note that all levels in Quake are fun to play, but the episode Deathmatch Arena is composed of special levels that are solely-designed for deathmatch play. Try them, you'll like them.

LEVEL Choose the level you'd like to play. Note that all levels in Quake are fun to play, but the episode Deathmatch Arena is composed of special levels that are solely-designed for deathmatch play. Try them, you'll like them.

BEGIN GAME Starts up the game. Now all your friends have to do is log on, using either "search for local network games" or "join a running game at..." Multiplayer options (see below).

Multiplayer Setup

HOSTNAME Type the host name or alias here, and all messages about the host will use this.

YOUR NAME Type your name or alias here, and all messages about you will use this. So the computer says stuff like, "Josephine rides Bad Bill's rocket."

SHIRT COLOR Lets you select your character's uniform color from 14 different options (numbered 0-13).

PANTS COLOR As above, but your pants color also determines what team you're on, if in team play. (After all, pants are more important than shirts.)

The Options Menu

CUSTOMIZE CONTROLS Permits you to customize Quake so every action is linked to the button or key that you prefer (see "**Customize Controls**" below).

GO TO CONSOLE Brings down the Console. Also possible by tapping the ~ (tilde) key.

RESET TO DEFAULTS Everything you've changed in the options menu is reset by this option. Consider it an "Oops" key.

SCREEN SIZE A slider which enlarges or shrinks your view area. All of Quake's sliders use the right and left arrow keys.

BRIGHTNESS Pretty much self-explanatory. Choose a brightness that doesn't strain your eyes.

MOUSE SPEED Adjusts mouse sensitivity. The further you set the slider to the right, the quicker your mouse reacts.

CD MUSIC VOLUME Adjusts the volume of the CD music.

SOUND VOLUME Adjusts the volume of the sounds in the game.

ALWAYS RUN When this is selected, you do not need the Run key -- you are always at double speed.

INVERT MOUSE This gives your mouse "airplane-style" controls. This means that pushing the mouse forward "noses down", and pulling it back "noses up". Some people prefer this control technique.

LOOKSPRING Returns your view immediately to straight ahead when you release the look up / down key. Otherwise, you must move forward for a step or two before your view snaps back. Lookspring does not work while you are underwater.

LOOKSTRAFE If you are using the look up / down key, then this option causes you to sidestep instead of turn when you try to move left or right.

Customize Controls

To modify keyboard bindings, move the cursor (via the arrow keys) to the action you wish to change. Then tap the Enter key. Now press the key or button you want to bind to that action. For instance, if you wish to use the Alt key for Jump, move the cursor to Jump / Swim, tap the Enter key, then press the Alt key.

Each action can have two different keys assigned to it. If you already have two keys in an entry, you cannot add more from this menu.

To clear the keys bound to an action, move the cursor to that action and tap the Backspace or Delete key instead of the Enter key. This will clear the keys formerly bound to that action, leaving it blank.

You can bind any key to an action except Function keys, the Escape key, and the ~ (tilde) key. "Weird" keys such as Scroll Lock, Print Screen, etc. may or may not work, depending on your machine, but why bother?

ATTACK Fires your weapon

CHANGE WEAPON Switches to the weapon "above" the one you're now using. Wraps around to the axe.

JUMP / SWIM UP If you're on land, jumps. If you're underwater, kicks you towards the surface. If you're right at the water's edge, pops you up out of the water, if you combine it with forward movement.

WALK FORWARD Self-explanatory

BACKPEDAL Self-explanatory

TURN LEFT Self-explanatory

TURN RIGHT Self-explanatory

RUN Press this while moving, and you move at double speed.

STEP LEFT Sidesteps (strafes) left

STEP RIGHT Sidesteps (strafes) right

SIDESTEP Press this when using turn left or turn right and you sidestep (strafe) instead.

LOOK UP Lets you angle your view upwards. Your view returns to horizontal when you start walking forward.

LOOK DOWN Lets you angle your view downwards. Your view returns to horizontal when you start walking forward.

CENTER VIEW If you're looking up or down, returns your view to dead center.

MOUSE LOOK Press this to allow your mouse to look up or down (by sliding it forward and back), and to remain looking up or down even if you move forward.

KEYBOARD LOOK Press this to use your movement keys to look up or down.

SWIM UP Self-explanatory

SWIM DOWN Self-explanatory

The Screen

The large top part of the screen is the view area, in which you see monsters and architecture. Immediately below is the Inventory, beneath which is the Status Bar. You can enlarge the viewing area (tap the + key), so much that it engulfs first the Inventory Bar and then the Status Bar. The - key shrinks the view area.

Inventory Bar: Lists ammo, weapons, deathmatch scores, and power-ups. The active weapon is lit up. Each weapon has a number by it -- press the appropriate number key to switch to that weapon. In addition, this gives the amount of ammo you have of each type, any keys you possess, and any power-ups currently active. Plus it shows how many and which of the four Runes you possess. In Deathmatch, it shows the top four scores in the game.



Status Bar: A vital part of the screen. When your armor, hit points, or ammo get low, the number turns red. The number on the left represents your armor, the one in the center shows your health, and the one on the right shows the ammo for the weapon you are currently using.



Score Bar: Hold down the Tab key to replace the Status Bar with the Score Bar. This lists the proportion of monsters you've killed, secrets you've found, and time you've spent, along with the level name. In Deathmatch, the Score bar lists the top six scorers, along with their names.



Messages

Quake talks to you from time to time. Some messages appear at the top of the screen. These are non-critical, and tell you that you've picked up an object, or you've died in an interesting fashion. Ignore these messages if you please.

Certain messages appear inconveniently in the middle of your view. These are always important, and you do not want to ignore them!

Ending a Level

Once you finish a level, you'll find a slipgate or a distinctive archway leading to the next level. Pass through to emerge onto a new level.

You start the new level with the same armor, weapons, and ammo you had at the end of the previous one. If a power-up was active at the end of the previous level, it is now, sadly, gone. Make the best of it. If your hit points were over 100 or under 50, they are altered to 100 or 50, respectively. Otherwise, your hit points are unchanged.

Ending a Dimension

Once you've finished all the levels in a particular dimension, you return to the starting hall. New dimensions are started from scratch -- you, your shotgun, and axe.

Firepower

You are blessed with eight different Means o' Mass Destruction. Each has its place in a healthy balanced diet.

Axe:

The last resort. Face it -- going toe-to-toe with the uglies in Quake demonstrates all the good sense of a man parachuting into an alligator farm.

Shotgun:

The basic gun, to which all other guns compare favorably.



Double-barreled Shotgun:

A worthy weapon with three minor drawbacks: first, it uses up 2 shells per blast; second, it's slow; third, its shot pattern is very loose at long range. But in general, once you find this puppy, the other shotgun starts rusting from disuse.



Nailgun:

A two-barrel dingus that prickles bad guys with armor-piercing darts, technically termed "nails".



Supernailgun:

The great equalizer. Four cyclic barrels that hose out spikes like crazy. Pro: foes drop like flies. Con: eats ammo like popcorn.



Grenade Launcher:

Thumps neat exploding bombs into the air. You can even bounce a grenade off the wall or floor. When a grenade hits someone, it explodes. If it misses, the bomb sits on the floor for a moment, then explodes. Even though I sometimes bounce grenades into myself, this gun's still my favorite.



Rocket Launcher:

For when a grenade positively, absolutely, has to be there on time.



Thunderbolt:

Try it. You'll like it. Use the same technique as watering your rosebush.

Switching Between Weapons

If you are firing a weapon and run out of ammo, Quake automatically switches you to another weapon. It will never switch to the grenade launcher or rocket launcher, however, for reasons that ought to be obvious. So if you're firing away happily and suddenly switch to the axe, it doesn't mean you're out of all ammo -- you may still have grenades. But Quake requires you to select such dangerous explosives on your own.

TIP: If you shoot the Thunderbolt underwater, it discharges all its cells in every direction in a single gigantic KA-ZAP, with you at the center. Don't try this at home.

Ammo

The eight weapons use four types of ammo. Each ammo type comes in two flavors -- small and large. The large boxes carry twice as much as the small.



Shells: For shotguns and double-barreled shotguns. A small box holds 20.



Flechettes: For nailguns and supernailguns. A small box holds 25.



Grenades: For grenade launchers and rocket launchers. A small crate holds 5.



Cells: For Mr. Thunderbolt. A small battery has 6 charges, lasting a little over a second.

Power-ups

All power-ups except armor burn out after a while, so smoke 'em while you got 'em.



Armor: Comes in three flavors; green, yellow, and red, from weakest to most powerful.



Megahealth: Gives you 100 additional hit points. After a few seconds, all hit points over 100 start slowly draining away, because it's too much for the human frame to hold. Still, it's nice while it lasts.



Biosuit: Lets you breath underwater and swim through slime without harm. Does not protect against lava.



Ring of Shadows: Renders you almost totally invisible. Only your eyes can be seen. Monsters don't detect you unless you do something stupid, like shoot.



Pentagram of Protection: Renders you invulnerable.



Quad Damage: Magnum upgrade! You now deliver four times the pain!

TIP: When quad damage is activated, use the grenade or rocket launcher with care -- their bursts are four times as deadly to you, as well as your enemies.

Bad Guys

Quake critters are extremely tough, but you have the firepower to vent your grievances on them anyway. Good hunting.



Rottweiler: Bad, bad doggie! Play dead! -- blam! -- yipe! Good dog!

Grunt: Goons with probes inserted into their pleasure centers; wired up so when they kill someone, they get paroxysms of ecstasy. In essence, customized serial killers. Easy to kill, and they tote shotgun shells. It's like a little Christmas each time you blow a Grunt away!



Enforcer: Grunt, Mark Two. Recruits who are surlier and beefier than the rest get outfitted in combat armor and built-in blasters.

Knight: Canned meat. Open 'er up and see if it's still fresh.



Death Knight: This particular canned meat tends to open you up instead.

Rotfish: Disgusting little critters who dish it out, but can't take it.



Zombie: Thou canst not kill that which doth not live. But you can blast it into chunky kibbles.

Scrag : Floats like a butterfly, stings like a bee. Ugly as hell. They're not real tough, but like to bushwhack you.



Ogre: What's worse than a cannibal monster eight feet tall? One with a chainsaw. And a sack of grenades.

Spawn: A merrily bouncing blob as dangerous to kill as to ignore. Blech.



Fiend: In essence, organic buzzsaws, rife with pummeling power!

Vore: A spideresque hybrid horror. Keep your eye on the energy



Shambler: Even other monsters fear him, so expect a clobbering. He shrugs off explosions. Good luck.

TIP: Some weapons are better vs. particular monsters than others. If a new monster seems real tough, switch weapons.

Environmental Hazards and Effects



Explosions: Radioactive containers are in some military bases. Shooting these things unleashes a big boom, so be careful -- you may not want to stand too close in a firefight.

Your own grenades and rockets cause explosions too, of course -- the blast can hurt you if you're too close.

Water: Safe enough unless you stay under so long you start to drown. Come up for air periodically to prevent this.

Slime: Hurts you instantly and keeps on hurting. Stay out of slime unless you have a very good reason to take a dip.

Lava: If you're quick and the lava's shallow, you might escape before you're burnt to a crisp, but don't bet on it.

Traps: Quake has many different traps. Don't be paranoid, because traps aren't really very common, but be aware of their existence. Traps can't be classified because they come in many varieties -- monsters in ambush, spike shooters, crushing walls, trapdoors, etc.

Teleporters: These are distinctive in appearance and emit a unique sound. When you step into a teleporter, you're instantly transported to another teleporter, or atop a teleport pad. If you

teleport directly right atop of somebody else, he or she is killed instantly.

TIP: Monsters are smart enough not to activate their own traps, but if you activate the traps, the monsters can get caught by them.

Multiplayer Action

Quake can be even more fun when you're playing with friends than when you're playing by yourself.

When you are using the console or Main Menu in multiplayer, the game does not pause. Irresponsible players and monsters can freely shoot you, and your only recourse is bloodthirsty vengeance.

The Talk function is useful here. When you talk, the message appears at the top of all players' screens, preceded by the speaker's name.

To talk, press 'T' and start typing your message. Press ENTER to set the message to everyone.

To set up, run, or join a multiplayer game, use the Main Menu Multiplayer option (see "**The Multiplayer Menu**" above).

Cooperative

In a co-op game, you and your friends work together to finish the level. When one person exits, everyone else exits too, wherever they might be. If you are killed in co-op, you reappear at the start area, and have to catch up to your buddies. Use Talk to find out where they are. See the Multiplayer options on the Main Menu for more info.

Deathmatch

In a deathmatch, play is totally cutthroat. No monsters exist, and when you are killed, you reappear in a random spot. After you pick up an item, it respawns (i.e. pops back into existence) after a while. (Some items take longer to respawn than others.) Every time you kill someone, you get a Frag. The person with the most Frags wins, so wreak slaughter amongst your pals!

If you kill yourself, whether intentionally or by accident, you lose a Frag. This includes drowning, getting crushed, and so forth. See the Multiplayer options on the Main Menu for more info.

Team Games

Team play is a cool combination of co-op and deathmatch. Each team picks a "uniform" and everyone on that team changes their color to the team color. The team with the most Frags wins.

TIP: If you have the Team Color Rules set to No Friendly Fire, your weapons won't hurt other players wearing the same color pants as you. (You can still have differently-colored shirts.) Your shots still wear down their armor, and your own grenade and rocket explosions still hurt YOU, just not them.

Commonly Asked Questions

Q. I'm stuck. How do I get through the level?

A. Take a stroll around and look for a place you haven't been yet. Sometimes you have to kill a particular monster in order to progress, so exterminate them all!

Q. How can I find all the secrets?

A. Don't worry about it. You never have to find a secret to finish a level. Also, some secrets are intentionally hard to find.

Q. I've cleared out the whole level, but my monster kill score isn't 100%. Where are they hiding?

A. Some monsters hide inside secrets, or are released by them. You won't be able to kill those monsters until you find their secrets. Also, some monsters might lurk underwater. Good fishing.

Q. Don't you worry that Quake teaches people that all problems can be solved by the misuse of deadly force?

A. No.

Q. Did I really see two monsters fighting each other?

A. Probably. Some monsters hate one another almost as much as they hate you. You can use this to your advantage (exercise left up to the reader).

Q. How do I prevent motion sickness when watching Quake?

A. If you're one of the unlucky sufferers from motion sickness in Quake, we're sorry to say the answer seems to differ from person to person. Try sitting closer to the screen, or further away. Dim the lights in your room, or turn them up high. Adjust screen brightness up or down. Take a break from Quake and rest your eyes every hour or so. One or more of these tricks, or a combination, ought to work.

Q. Are you guys Satan-worshippers?

A. No.

Tech Support

Please refer to the HELP file for information on how to obtain Technical Support.

Credits

QUAKE Version 1.09 by Id Software

PROGRAMMING

John Carmack
Michael Abrash
John Cash

ART

Adrian Carmack
Kevin Cloud
Paul Steed

DESIGN

John Romero
Sandy Petersen
American McGee
Tim Willits

BIZ

Jay Wilbur
Mike Wilson
Donna Jackson
Todd Hollenshead

SUPPORT

Barrett Alexander

PROJECTS

Shawn Green

SOUND EFFECTS

Trent Reznor and Nine Inch Nails

Levels & Designers

The Beginning

start -- Welcome to Quake -- by John Romero

Dimension of the Doomed (shareware episode)

e1m1: Slipgate Complex -- by John Romero
e1m2: Castle of the Damned -- by Tim Willits
e1m3: The Necropyolis -- by Tim Willits
e1m4: The Grisly Grotto -- by Tim Willits
e1m5: Gloom Keep -- by Tim Willits
e1m6: The Door To Chthon -- by American McGee
e1m7: The House of Chthon -- by American McGee

Realm of Black Magic

e2m1: The Installation -- by John Romero
e2m2: Ogre Citadel -- by John Romero
e2m3: Crypt of Decay -- by John Romero
e2m4: The Ebon Fortress -- by John Romero
e2m5: The Wizard's Manse -- by John Romero
e2m6: The Dismal Oubliette -- by John Romero

Netherworld

e3m1: Termination Central -- by John Romero
e3m2: The Vaults of Zin -- by American McGee
e3m3: The Tomb of Terror -- by American McGee
e3m4: Satan's Dark Delight -- by American McGee
e3m5: Wind Tunnels -- by Tim Willits
e3m6: Chambers of Torment -- by American McGee & Tim Willits

The Elder World

- e4m1: The Sewage System -- by Tim Willits
- e4m2: The Tower of Despair -- by Sandy Petersen
- e4m3: The Elder God Shrine -- by Sandy Petersen
- e4m4: The Palace of Hate -- by Sandy Petersen
- e4m5: Hell's Atrium -- by Sandy Petersen
- e4m6: The Pain Maze -- by Sandy Petersen
- e4m7: Azure Agony -- by Sandy Petersen

The End

- end: Shub-Niggurath's Pit -- by John Romero

The Deathmatch Arenas

- dm1: Place of Two Deaths -- by Tim Willits
- dm2: Claustrophobopolis -- by American McGee
- dm3: The Abandoned Base -- by John Romero
- dm4: The Bad Place -- by American McGee
- dm5: The Cistern -- by Tim Willits
- dm6: The Dark Zone -- by Tim Willits

???

- Ziggurat Vertigo -- by American McGee
- Underearth -- by Tim Willits
- The Haunted Halls -- by American McGee
- The Nameless City -- by Sandy Petersen

Music Credits

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Reissue credits:

FOR ACTIVISION

Production

Thaine Lyman	Producer
Laird Malamed	Sr. Executive Producer
Matthew Beal	Production Tester
Andrew Petterson	Installer

Special Thanks: Mark Lamia, Steven Rosenthal, Larry Goldberg

Global Brand Management

Brad Carraway	Associate Brand Manager
Kevin Kraff	Brand Manager
Dusty Welch	Sr. Director Global Brand Management

Quality Assurance

Nick Falzon	QA Project Lead
Evan Button	QA Floor Lead

QA Test Team

Adam Tourkow, Steve Holmes, Steve Glick, Michael Jackson

QA Special Thanks

Jim Summers, Jason Wong, Sam Nouriani, Juan Valdez, Tim Vanlaw, Nadine Theuzillot, Jeremy Gage, Bob McPherson, Ed Clune, Indra Gunawan, Marco Scataglini, Chris Keim, Neil Barizo, Brad Saavedra, Jen Vitiello.

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